THE UNIVERSE'S BEST-SELLING SPECTRUM MAG!

YOUR SINCLAIR

The magazine with a nice attitude

£2.50 ISSUE 88 APRIL 93 ● WITH FULL THROTTLE FREE TAPE

WIN! A weekend in Nottingham Amazing Robin Hood compo inside!

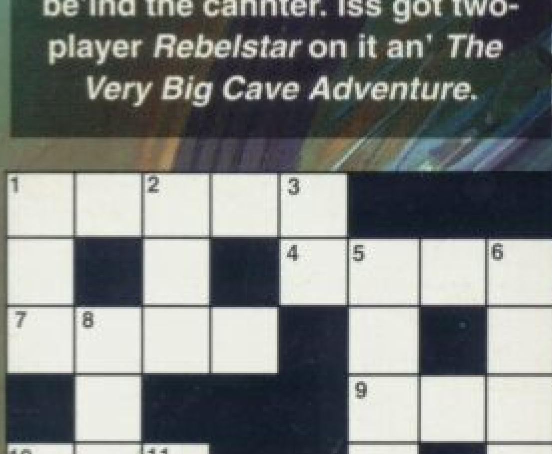
STAY BACK-RIDE WIDE!



Git yer luvverly tapes! Git yer... Wot d'yoo mean, yoo ain't got one? Nivver yoo mind, my luv. You arsk that nice gen'allman be'ind the cahnter. Iss got two-player *Rebelstar* on it an' *The Very Big Cave Adventure*.

Supersports Challenge speeds on to the Speccy

CLOCK THIS!



Drive on to page 47, my good man

Ooh, Sourcey! Boot up our new machine code series ● Pump up the volume - **DJ Puff's Volcanic Caper** struts its stuff ● Cry baby! SAM turns on the **Waterworks** ● Killer Kolumn Extra - **Sylvester McCoy** questioned ● Scream for cream - it's a double helping of **Public House** ● Paging **Spec Tec** - a Cracked special. Lummocks!

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YOUR SINCLAIR ABC 40,648

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CONTENTS

Hello! Welcome to the latest issue of YS, the magazine that puts the 'Mmmm' in, erm, magazine. This month we've got another brill covertape that's absolutely bulging with goodness. For your delight this month, we have two-player *Rebelstar* and *The Very Big Cave Adventure Part One*, plus the usual demos and POKEs. Inside the mag, we start a new series which will probably teach you machine code (it says here).

This has been quite a sad issue for me, cos it's the last one I'll be editing. I'll still be popping into the Shed and compiling the Tipshop and probably poking my nose in to lots of other pages too. (If they let me!) Jonathan will be taking over as Editor, so next month he'll be talking to you from this little box.

I've loved working for YS (which is why I'll still be throwing in my ha'penny's worth!) and it's been a great two-and-a-bit years. The magazine will be the same quality blend of techy stuff, reviews, smart covertapes and irresistible fun that it's always been. I'd just like to say thank you to you all and goodbye. (Sob!)

Lots of love,

Linda ✿

ISSUE 88 / April 93

YOUR SINCLAIR BEAUT BOX

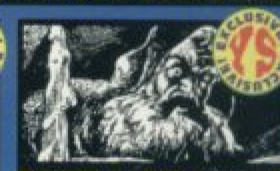
I never knew there was so much in it!



HEAD-TO-HEAD REBELSTAR: COMPLETE GAME!



INTERNATIONAL KICKBOXING COMPLETE GAME!



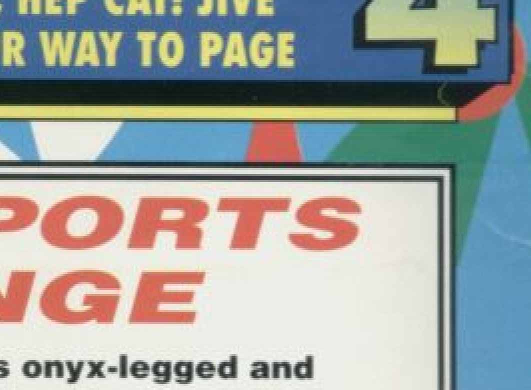
THE VERY BIG CAVE ADVENTURE ACE, ERM, ADVENTURE!

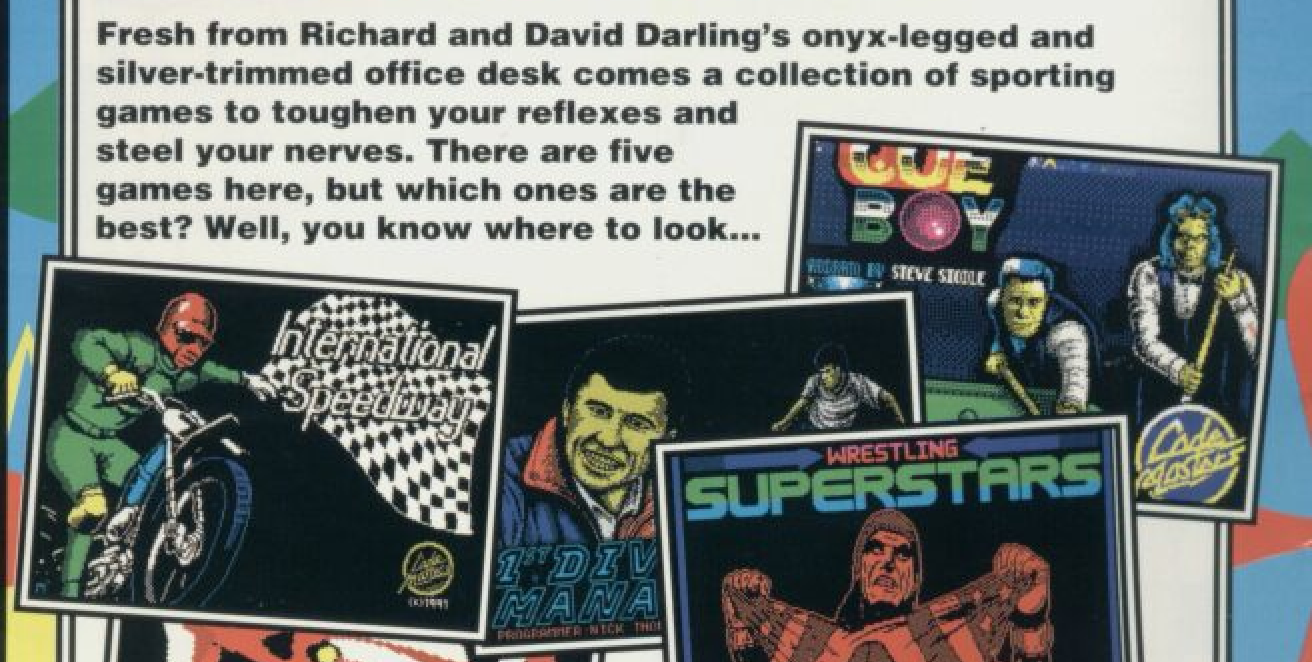
PLUS! LIGHT CYCLES A-GO-GO, A PD DEMO, A TOPPER SAM UTILITY AND POKERAMA. SHAMELESSLY SMART!

HEY, HEP CAT! JIVE YOUR WAY TO PAGE 4

14 SUPERSPORTS CHALLENGE

Fresh from Richard and David Darling's onyx-legged and silver-trimmed office desk comes a collection of sporting games to toughen your reflexes and steel your nerves. There are five games here, but which ones are the best? Well, you know where to look...





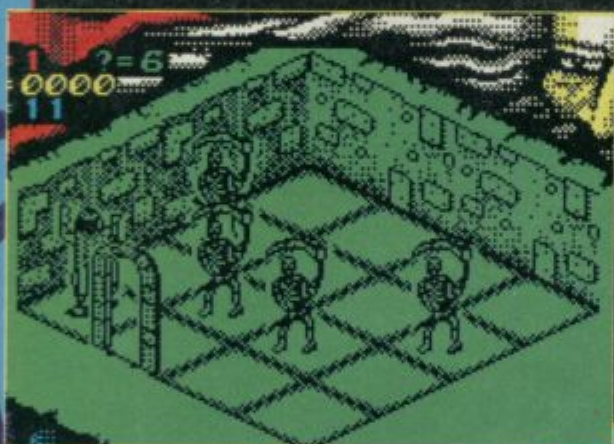
NEXT ISSUE ON

S APRIL • 88

ZOINKS! LOOK AT THOSE GAMES!

REVIEWS





THE REGULARS

38



Ooh, Sourcey!

Get more from your Speccy with our new coding column. Follow the creation of loads of useful routines, and rather subversively learn all about machine code at the same time. ('Ere, stop messing about!)

12



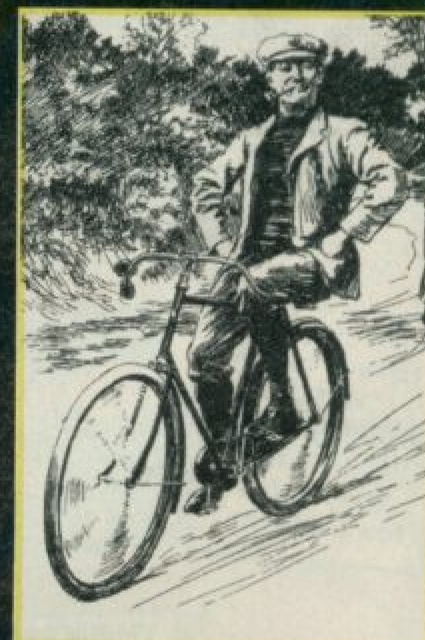
YS/City of Nottingham/ CodeMasters compo

A YS-reading, Speccy games-playing family of four could be in with a fighting chance to spend a weekend in Robin Hood's Nottingham!

SALE APRIL 6TH



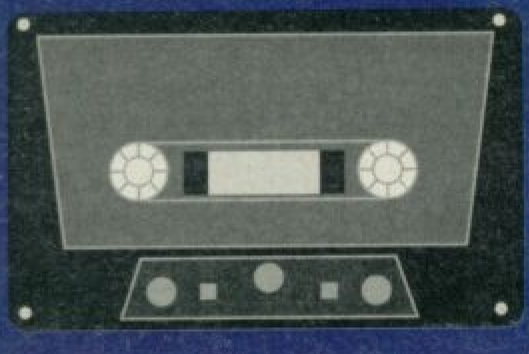
Linda Barker: Editor ● Fave mode of transport: A completely useless old bike that can't get up hills ● Tip: Don't wear a kagoule cos, when you turn your head, all you can see is the inside of the hood.



Andy Ounsted: Art Editor ● Fave mode of tranport: World-renowned crap bike that refuses to go over forty-eight miles per hour ● Tip: Treat all other road users as complete and utter fools.



Jonathan Nash: Staff Writer ● Fave mode of tranport: Excitingly original and remarkably cultish pennyfarthing ● Tip: Never trust old men with top hats, especially if the hats have black crêpe bands.



BEAUT BOX

More fun than a packet of Fruit Pastilles! April's Beaut Box brings you three games, an adventure and a SAM utility. And! a PD demo and some splendiferous POKEs. Garibaldi!



HEAD-TO-HEAD REBELSTAR is just over there. Utterly groovy!



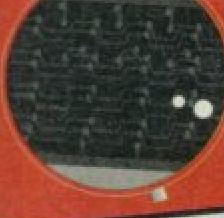
Hit people rather hard! INT'L KICKBOXING is on page five. Time for a thump!



THE VERY BIG CAVE ADVENTURE is on page five.



As fast as you jolly like! TRAILER 2 takes off on page six.



The terribly techy E-MON is on page six.



While page seven sports UNLIMITED SPIRITS.



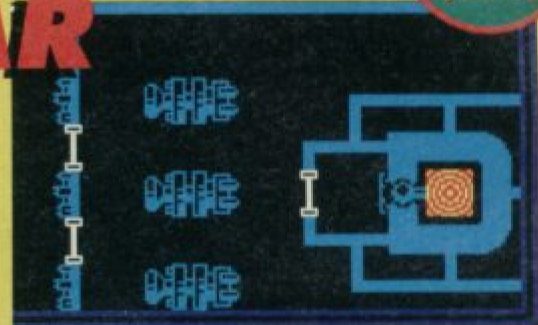
And POKERAMA gets all coy over on page seven.

HEAD-TO-HEAD REBELSTAR

YS TOP 100 GAME

Mythos Games

COMPLETE GAME



Captain Pizazz stood to attention as Field Marshal Wig walked in. Then he juggled some eggs. Silly man.

So you've defeated the Speccy on Level Eight and mowed the grass. *(Erm, actually you won't have. See the Aarghh! box. Sorry. Ed)* Now's your chance to symbolically destroy somebody you know quite well by challenging them to a two-player game of the Second Greatest Game in the World, *Rebelstar*. Hurrah!

Aarghh!

Aarghh! indeed – last month's one-player *Rebelstar* won't work at all! After loading, you play one turn and then the game stops. But fear not! There's a dead simple way to fix this hideous bug. Simply load up the game and without moving anybody press zero to end your turn. When the prog stops with the OK report, type...

```
POKE 23756, 1 (ENTER) 1 (ENTER) 1 (ENTER)
10 RANDOMIZE USR 24700 (ENTER)
20 RANDOMIZE USR 24900: GOTO 20 (ENTER)
RUN (ENTER)
```

Rebelstar will now work perfectly, and! you'll be able to select your skill level as well. If you've got a spare tape and want to save yourself the hassle of typing in the bug-fixing lines every time you want to play, load up the game, press zero to stop it and type in this little proglet...

```
POKE 23756, 1 (ENTER) 1 (ENTER) 1 (ENTER)
10 POKE 23693, 7: BORDER NOT PI: CLEAR 24699 (ENTER)
20 LOAD "reb0.c" CODE (ENTER)
30 RANDOMIZE USR 24700 (ENTER)
40 RANDOMIZE USR 24900: GOTO 40 (ENTER)
100 SAVE "Rebelstar" LINE 10: SAVE "reb0.c" CODE 24700, 40835 (ENTER)
```

GOTO 100 and there you go – one pristine, working copy of *Rebelstar*, the one-player game. We won't dwell on who's responsible for this disaster, apart from saying Dave Looker and Jonathan Nash are utterly to blame and should be shut in a box.



Brooking no further argument, Professor Tiles swept in to the hall and unveiled the statue of Ptolemy.



For those of you who missed last month's issue *(Yes! Yes, I admit it. I missed last month's issue. I'm sorry. I'll turn to page forty-seven and order one at once. Guilt-wracked reader)* here's a quick resumé of what it's all about.

Player One controls a team of raiders, who want to break in to Player Two's moonbase and wreck it. Player Two controls the defenders (or operatives), who have to shoot Player One's lot.

Now we're not going to repeat ourselves by printing the enormously complicated instructions all over again *(All right, all right! I've ordered my back issue. Still guilt-wracked reader)* but instead, here are a few words about the extra features of the extravagantly smart two-player game.

1) The operatives have to activate the four robots in the central control room.
2) The operatives have to arm themselves from – yes! – the armoury.
3) The yellow security doors can now be opened with – no! it can't be! but it is! – the yellow security door keys.
4) You can heal yourself with medi-probes (or droid-probes).
5) Both sides get reinforcements.



CONTROLS

Q, W, E, A, D, Z, X and C – move cursor in the obvious manner
S – select
The box on the right of the screen gives you further info for each control mode. For a full description – read last month's issue. *(Stop hassling me! Incredibly guilt-wracked reader)*

INTERNATIONAL KICKBOXING



Brian Cross

AMAZINGLY VIOLENT GAME

It's always tricky coming up with a plot for a game. Take *International Kickboxing*, for example. The programmer was going to send it to a software house with a view to actually publishing it. But, due an hilarious mix-up with some envelopes (as seen in the timeless BBC sitcom, 'Oh No, it's a Sitcom, Quick, What's on BBC 2? Aarghh, It's Kick Start, and my Video's Broken, so I Can't Watch Anything Else, as I Don't Watch the Commercial Channels on Principle Due to All the Commercials, Anyone Fancy a Game of Scrabble?') he sent them a letter complaining that his copy of *Rebelstar* wouldn't work, while we got the game.

Realising a mistake had been made, we got Andy O to ring him up and, using a cleverly disguised voice, pretend to be the head of the software house, agreeing to buy the game for seven pounds and a free ticket to the next Software House All-Star Cabaret (with special guests Cilla Black and Jimmy Tarbuck). Yes, in the search for decent covertape material *(Surely magentic plastic tape is the best material there is? Quipsome Ed)* YS is the magazine that spares nobody's expense but its own.

Anyway; the game. Seeing as how there's no plot for the thing, you can make one up for yourself. Go on. It's quite good fun. Actually playing *International Kickboxing* involves hitting your opponent 'til they fall over. You can play against a pal, or the Speccy (who gets remarkably tough the further you go), and the only other person involved is the referee, who stands at the back and waves his arms meaningfully when someone collapses. There are loads of moves you can do, like roundhouse kicks and running away, and to preserve an element of suspense, we leave you to find out exactly which combination of movements results in, erm, which, ahem, movement.



Despite his scepticism, Thomas lay down and stared upwards. Master Bo was right! You could see the join.



Members of the Dizzy Fan Club would go to any length to emulate their hero. The jumping is a ruse.

A word for 48Kers

International Kickboxing is ostensibly a 128K only game. But! it works perfectly well on 48K machines except for two things – the graphics for the intro screens, and the chunky alphabet, are corrupted. So to allow you 48K peeps to play the game, here's what the messy screens mean (not philophically, of course).

Intro screen: Just the logo and a pic of two boxers. The icons at the bottom mean a one-player game, a two-player game and choose controls respectively.

Choosing your controls screen: From top to bottom, the icons mean choose controls for Player One, choose controls for Player Two, keyboard, Sinclair joystick, Kempston joystick.

The wibble in the game: 'Round x'.

Oh, and your score will be illegible as well. But who cares, eh?

CONTROLS

Q – Up, A – Down, O – Left, P – Right, M – Fire, SPACE – Move cursor on selection screen, ENTER – select

THE VERY BIG CAVE ADVENTURE PART ONE



St Bride's School

WHIZZO ADVENTURE

Do you know, we completely forgot just how good this game was. Jonathan was rooting around in his big box of adventures for a suitable follow-up to *Bored of the Rings*, and just before coming up with *The Boggit*, the follow-up to *Bored of the Rings*, he pulled out this one. And what a total spanker it proved to be.



You play the part of... well, actually, you don't play anybody. In *The Very Big Cave Adventure*, you're just yourself. However, you do have to cope with Trixie Trinian, one of the St Bride's prefects, as an extremely sarcastic guide.

The aim of the game is the same as the original *Adventure* – charge in to an underground cave complex and snaffle as many treasures as you can before something horrible happens to you. In fact, if you remember *Adventure* (or, more likely, the Speccy versions like *Colossal Adventure* or *Classic Adventure*) you'll be able to appreciate the subtle references littering *The Very Big Cave Adventure*. Then again, if you've never heard of the blessed game, you can still enjoy (if that's the right word) quite possibly the most groan-inducing puns ever seen in a game.

Unusually for a *Quilled* game, *The Very Big Cave Adventure* (how on earth do you abbreviate that? *Very Big*? *Cave*? *The*? But I digress) has graphics for every location. It's also terrifically funny and has some incredibly original bits. (At one point, you have to play *Text Space Invaders*!) And! Seeing as how it was written by a gang of gels from a private school, there are no spelling or grammatical errors in the game at all. (Well, Jonathan reckons he's found one, but we think he's just being pedantic.) Try to puzzle your way through Part One, and we'll see you next month for, erm, Part Two. (I used to teach maths, you know.)



And now, for your delectation, a short poem about trees. 'Trees, trees, you are so big. You have a leaf, you have a twig. Erm, jiggity jig jig. Oi!'

CONTROLS

Several fingers and someone close to hand so you can read out the dreadful puns for stereo groaning

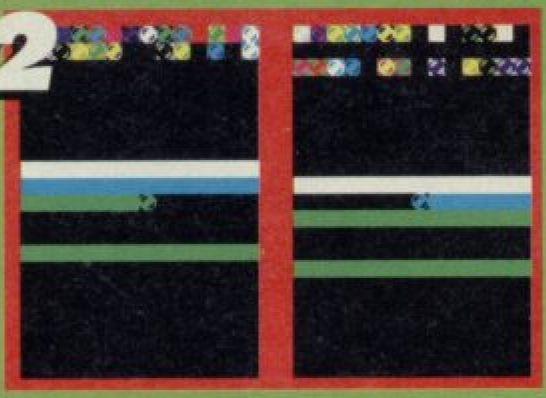
TRAILER 2

ESD

RIDICULOUSLY FAST READER GAME

Anybody remember Tron? Right. Do you remember the light cycle bit in the film? Right. *Trailer 2* is a light cycle game. (Well, that was easy. Andy, bung in a controls box and we can nip off home early.) *(Not so fast, naughty people! Describe the game for those people who don't know what you're on about. Ed)* Curses. Each player (or cycle) leaves a trail as it zooms about a massive and empty arena. The idea is to get your opponent to crash into your trail, or their own trail, or the walls, before you do. Now you can either play against the Speccy (not much fun, as it's awfully predictable) or a friend. (Incredibly good fun, because you don't know what's going to happen next.) The stroke of genius with *Trailer 2* is that the screen is split in two. So rather than getting a big heck-that's-easy-to-see-where-I-am picture, playing *Trailer 2* is more an aarghh-where-am-I-and-where's-my-opponent-and-where-are-the-walls-and-oh-no-I've-blinked-and-crashed-again affair.

It's fantastically good fun and a perfect way to settle those tricky disputes without violence (of a sort).



Andy: Oh my God, what a crap screenshot.
Jonathan: But Andy, the game's really, rally good fun.
Andy: I don't care. The screenshot's still crap.
Jonathan: Oh, you're no fun any more.

CONTROLS

Player One: Q – up, A – down, O – left, P – right. Player Two: Sinclair or Kempston joystick

E-MON

ESI

SAM SHAREWARE UTILITY

What? Shareware? Not PD? What the heck is going on? Calm yourselves, SAM peeps. Shareware is a lovely and ever so wonderful concept that can be thought of as 'try before you buy'. If you use the program but don't like it – fine. Just pass your copy on to a similarly Coupé-owning friend. Otherwise, Mat of ESI (he being the author, you know) would like you to send him the ridiculous, giveaway sum of £2. *(£2! What a completely ridiculous, giveaway sum! Coupé owners everywhere)* The best way of going about passing on the cash is described in that neat box over there, and the best way of using the program is coming up in about an inch and a half's time. Oh, here we go.

Just the facts, ma'am

E-Mon is a disassembler *(So why not call it* E-Dis *then? Ed)* for the SAM Coupé, which is a computer completely unlike a Speccy. *(I thought we covered all this last month. Ed)* Remember folks, unless you've got a Coupé, you can't run *E-Mon. (Yup, we did go through all this nonsense last month. Ed)* Anyway, it's a disassembler, but one with loads of extra features like search and replace, and disk accessing. So let's take it one step at a time.

Disassemblin'

Disassembly always starts from an address sweetly designated MEMBAS, and you can change this in a number of exciting and devious buttony ways.

- **UP**
Decrease by one line, rather intelligently (give it a try and see for yourselves)
- **DOWN**
Increase by one line
- **LEFT**
Decrease by eight lines
- **RIGHT**
Increase by eight lines
- **M**
Enter MEMBAS, 0-65535
- **F0**
Enters current MEMBAS without all the bother of typing it out in full
- **$**
Enter MEMBAS as code of single figure (ie, $A would disassemble from 65, as – yes! – 65 is the ASCII code of A)

To change the display format, you can use these splendid keys.

- **A**
Toggle assembler and ASCII
- **SHIFT+A**
Toggle assembler and text
- **H**
Toggle decimal and hex
- **F6**
Ampersand (&) symbol to enter hex in decimal mode (delete the symbol in hex mode to enter decimal numbers)

People hoping to escape from the horrors of memory paging have no luck with *E-Mon*. As the Z80 can only 'see' from addresses zero to 65535, you'll have to adjust the paging registers as normal, using this pair of buttons.

- **F1**
Lower memory page register
- **F2**
Higher memory page register

Searchin'

You can use *E-Mon* to search for either bytes or text.

- **T**
Enter text string (RETURN to end)
- **S**
Enter numbers (RETURN to end)
- **F5**
Wildcard symbol
- **ESC**
Finish search
- **N**
Search for next identical item

Changin'

- **P**
Usual POKE function. Type the address then RETURN, then the value, then RETURN again
- **SHIFT+P**
POKE from MEMBAS, ie you don't have to enter an address. Just bash in your values and finish with ESC
- **I**
Enter one line of text at MEMBAS
- **C**
Copy block of memory. Enter the start, destination and length in that order. ESC cancels the operation
- **F**
Fill block of memory. Enter the start, destination, length and value in that order. ESC cancels the operation

Numberin'

- **B**
Change decimal, hex or ASCII to binary
- **D**
Change decimal to hex, or hex to decimal, or ASCII to hex and decimal

Diskin'

E-Mon allows you to read and write sectors to and from disk, because it's clever like that.

- **SHIFT+D**
Select drive
- **SHIFT+R**
Read sector
- **SHIFT+W**
Write sector

The two disk functions work exactly like READ AT/WRITE AT in BASIC, except that the read command will read the true length of a sector rather than 512 bytes

- **SHIFT+L**
Read block from disk. You have to know the first sector and track of the block, which must be in standard SAMDOS form. Don't forget you're only working with 64K, so longer blocks will wrap round in memory

Jumpin'

To help with leaping around a large disassembly, *E-Mon* keeps track of all the times you change MEMBAS. You can also change MEMBAS to the address pointed to by the disassembled instruction (for example, to 32768 in the instruction CALL 32768). These plasticky doofuses (doofii?) do the trick.

- **F7**
Change MEMBAS to disassembled address
- **F9**
Return to original MEMBAS after an F7

The above two will keep track of twenty changes before overwriting

Sufferin' shareware!

Shareware is a thoroughly splendid scheme that ensures programmers get their dues from their, erm, programs. Basically, it works like PD (ie, you can freely copy programs and pass them on) except! After a week, if you're still using the program, you're obliged to pay the author. So you see, it's a trust scheme. The programmer trusts you to be super and honest and stump up the cash if you like the software. The only problem with the scheme is that people are often tentative about sending sterling abroad. How do you do it? Where do you go? How much will it cost? Can you be bothered getting up and doing it? And so on.

Therefore! With *E-Mon*, FRED Publishing are acting as a clearing house for ESI. Simply make out cheques/POs for £2 to FRED Publishing and send them to FRED at 40 Roundyhill, Monifieth, Dundee DD5 4RZ. They'll deal with all the boring bits of actually making sure the cash gets to Mat of ESI in sunny Poland. And you can't say fairer than that. (And, yes, we've paid our fee already.)



- **F3+number**
Set pointer (zero to nine). Pointers are quick ways of getting to certain addresses
- **SHIFT+pointer number**
Go to address
- **SYMBOL+full stop**
Set 'hot key' pointer
- **full stop**
Go to ever so easy, one keypress 'hot key' pointer address. (The wonders of science, eh?)

Notin'
E-Mon also has a notepad feature. (The pad is at the bottom of the screen, where the copyright message is.)

- **SPACE**
Enter notepad. You can use most of the usual editing keys
- **ESC**
Leave notepad
- **F0**
Clear notepad
- **F1**
Clear line with cursor
- **F4**
Write contents of notepad to memory. (The whole of the note is 256 bytes long)

Leavin'

- **Q**
Return to BASIC

Copyn'
E-Mon is jolly clever in that it works with both 256K and 512K machines by hiding alongside the DOS. As presented on the covertape, there's a bit of BASIC to get things up and running, but you can make an auto-executing code copy if you really feel the need. All you have to do is...

- For 512K machines: LOAD "emon.c" CODE 507904: SAVE OVER "emon.c" CODE 507904, 7165, 507904
- For 256K machines: LOAD "emon.c" CODE 507904: SAVE OVER "emon.c" CODE 245760, 7165, 245760

CONTROLS

Oh, come *on*. Haven't you been paying attention at *all*? *(Oh, I think those emphatic italics are simply super. Ed)*

UNLIMITED SPIRITS

The Mad Guys

PD DEMO

For what it's worth, we didn't know this was going to be on the covertape when Jonathan gave it a 75% review in Public House last month. *(Ha! A likely story. Several cynical YS readers)* No, really. Honest and truly, and you can steal our favourite shoelaces if it isn't so.

Before you go loading *Unlimited Spirits*, be warned that it is chock full of flashing screens. When the prog loads, the screen dissolves in a freaky fashion, but if you close your eyes when this happens you can watch the rest of the demo with no probs. (Well, a few anyway. Stay tuned for details.) It's a three-parter, with a lot of adjustable effects. Read the scrollies for more info, but generally keys six to nine will do something strange to the action.

Right: the flashing screen thing details. Apart from the intro bit, all this occurs in Part Three, so the simplest thing to do (if you can't face lots of flashing) is not select three on the main menu. (So obvious you could paint a fence with it, really.) So if you do leap in to Part Three, you do so at your peril! (Not that it's going to kill you or blow up your house or anything, but it might well give you a jolly nasty headache.)



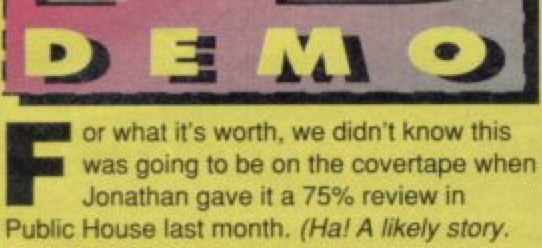
Oh no, that nose isn't quite right at all. Just a shave more off the end. (Chip chip crack smash tinkle tinkle.) Foop.

CONTROLS

SPACE, and keys one to three and six to nine. Aspirin is advised by your local cranial specialist

POKERAMA

Jonty, swayed by Reverend Jim Thighs (who made a guest appearance in one of last month's captions) recently joined the minister's Community of the Holy Light. After throwing away all his wordly possessions and giving the Reverend enormous sums of money, Jon shaved his head and took to plishing two little cymbals together while singing badly. Luckily for us, during the Community's fund-raising gymnastic display Jon performed badly on the trampette and struck his head on the wall bars. Immediately reverting to the abrasively cheery rascal that we all know and love, Jon denounced the Reverend as a rotter and a cad, then set the place alight and went home to write some POKEs. It was quite an adventure, as he later remarked over tea.



Pat is still on the left and is still chucking a book and the lorry's still going the wrong way and it's still crap.

'Individual' Jon's thinking-it-out-for-themselves POKEs this month are...

Popeye 2	Infy lives
Postman Pat	Infy lives, infy time
Postman Pat 2	Infy tea
Postman Pat 3	Infy lives, infy time
Bangers 'n' Mash	Infy lives
Huxley Pig	Infy energy
Count Duckula 2	Infy lives
The Pathetic Pablo Bros	Infy lives
Soldier One	Infy lives, infy grenades

TAPE TRUBBS

The YS Beaut Box comes to you courtesy of a damp marshmallow that fell down the side of the chair when Linda was entertaining Joshua Beauboleau, the Parisian pavement artist and uncertificated kettle-bottomer. Seeing as how it's about three weeks old, that dollop of uncertain confectionery is kind of mixed-up inside, and sometimes, in the heat of an emotional moment, lets through an invalidated tape. If your tape shows evidence of having been ignored by an unstable sweetmeat, then bundle it up with a sae and send it to YS Beaut Box, April Issue, Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD. Now swot up on Jane Austen as there may be a test later and, before twenty-eight happy days have passed, a new tape will be yours.

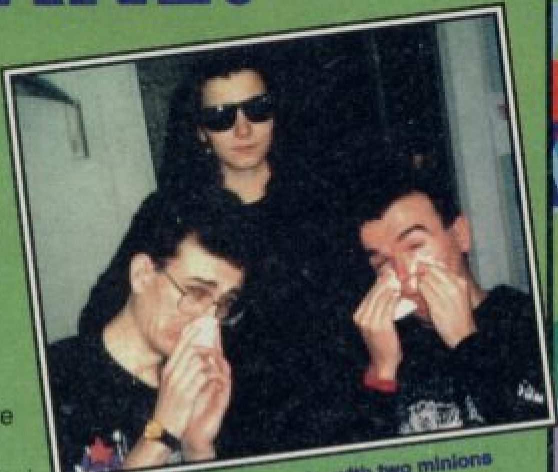
Pssst COMPUTER SHOPPING SPECTACULAR!

SHOP 'TIL YOU DROP

You never know where you're going to end up, do you? Linda, for example, once found herself wandering the streets of Gloucester. She had no idea what she was doing there so she went along to the train station to get a train back to Bath. Just as she was about to step on to the train she was pulled back on to the platform. It was her friend Joh who'd been waiting for Linda at the station for a good two hours.

Now the point of that little anecdote is this – if you should find yourself in Telford on the 6th or 7th of March, don't get a train straight back home. Y'see, there's a Computer Shopping Spectacular in Telford that weekend. It should be quite good as there are loads of competitions, demonstrations and a radio roadshow – as well as all the usual games, hardware and accessories. Coo, eh? So if you find yourself wandering the avenues and terraces of Telford that weekend, why not pop into the Telford Exhibition centre?

LEAVING ON A JETPLANE!



International megastar Linda, with two minions and some damp tissues, yesterday.

Linda, our beloved Ed, has decided to leave the Shed. She won't be going very far, just up to that big building at the top of the garden. She and that Stuart Campbell have been up to something for ages now, they kept having these whispered conversations. Unfortunately, the only bits anybody could overhear were completely unintelligible remarks like "BMX Bandits flexi covermounts" and "free indie distortion pedal". Well, Linda's going to go away for a few days when we finish this issue and when she gets back she'll carry on doing some stuff for YS and popping in to the Shed to make us all some herbal tea. Jonathan Nash will step up to take control of the editorial chair and... *(I'm not sitting in Linda's chair. It's horrible. There's an elastic band caught round one of the wheels. I think I'll keep my own. It spins at quite a rate, you know? Jonathan)*

Quite what Linda's going to be doing is beyond us. Hang on, why don't we just ask her what she's doing? Linda, what are you doing? "I'm taking all the stamps off these compo entries, so that they can be given to charity. And then I'm going to go and buy some fresh lettuce and some protein-packed carrots."

No, what are you doing when you leave the Shed? "Sleep. I've got about three months' sleep to catch up on."

THE SHED CREW

This month the Shed crew were out in force at Linda's barbeque. It was a bit packed and smoky, but they all seemed to be enjoying themselves. Or were they?



Linda Barker "Well I had a good time. I thought my tiger prawn kebabs with white wine and cream sauce went down very well. I thought I'd bought loads of tiger prawns, but I only had enough for one kebab. Well, I thought it was très bon. Magnifique, in fact. The others were quite content with their mushroom and shrimp mini 'babs with mayo."



Jonathan Nash "It was a bit of a small garden, wasn't it? And I didn't like the look of the mushrooms on the skewers. They looked a bit squashed. They tasted odd too, but don't tell Linda that. The other thing about the whole party was that, for some inexplicable reason, it made my feet hurt."



Craig Broadbent "I missed out on the exotic food. I was a bit late, y'see. Still, Linda gave me a packet of these horribly hard corn puff things. It was like eating raw popcorn kernels. I amused myself by throwing them into the brim of Simon's impressively floppy hat."



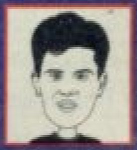
Tim Kemp "I arrived quite early and Linda asked me to wash the mushrooms. I was very careful with them, but there wasn't much space. I put them down on the nearest available surface and went off to get the skewers. When I came back, I realised I'd put the mushies on a stool and somebody had sat on them. They looked kind of okay so I just put them on the skewers. I don't think anyone noticed."



Simon Cooke "I had a great time. The thing is, I think I may have caused Jonathan some discomfort. Y'see, he'd taken his shoes off and I bent down to move them and something rolled off my hat into them. I didn't fancy putting my hand in his shoe, so I just left it. Later, I noticed he was walking a bit oddly."



Rich Pelley "Yeah, it was all right. The cat from next door came in and it was really hungry. I gave it some milk, but it still seemed a bit peckish so I gave it some of these big crusty smelly things that Linda had in the fridge. I took the shells off first, they looked horrible – all black and grey stripes. I thought they were a bit mouldy actually, but the cat seemed to like them."



Dave Golder "I always like going to parties at Linda's flat cos she's got her video wired up to the stereo. I spent the whole time recording choice bits of Dr Who dialogue in between the songs on my new Ian McNabb tape. Did I tell you I went to see Ian McNabb? he was brilliant! The man's a genius, a poet, a..."

HIGH SCORES

Well, raise the flag and shout hallelujah! These are the really stonking bits of the game. If this box is full of good points, then this is a game that's on its way to very top!

Oh no! All the flat, unexciting bits are pointed out in this bit. Once we've weighed up the pros and cons we can decide what kind of rating the game deserves. Fair and honest!

WAIT A MINUTE, MR POSTMAN!

There's been great rejoicing in the Shed this month. Y'see, we've just got hold of the new EDOS catalogue and it's packed with enough Speccy games to keep even Jonathan and Stuart happy for a few weeks.

EDOS is an acronym for Electronic Distribution Of Software and it's run by a company called Computer Visions. They noticed the lack of 8-bit games in the shops and decided to set up their own system whereby anybody anywhere in the country could choose from loadsa games from all the major software houses (and a few of the lesser-known ones too). Each game is duplicated from a master whenever anybody asks for it, so it's tip-top quality. (Don't worry folks, this all perfectly legal!)

For your free (free! Free!) catalogue, send a large sae to EDOS, Computer Visions, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN. Splunge!



Thousands of games! (Well, quite a lot anyway.) More games than you could shake a stick at! (Shake, shake.) Okay, a lot of games.

DESERT ISLAND DISKS

We might not have Sue Lawley in the Shed, but so what? First to choose her fave disks is our esteemed Ed, Linda...

Well, I'd have to have a Razorcuts album, and Psychocandy...

You're meant to choose your fave Speccy disks – not music discs.

Oh. Isn't it Jonathan's turn now?

Okay, maybe we'll get more sense out of him. Jonathan! Your top Desert Island Disks, please...

I think I'd have to take my natural aggression out on something, so I'd have to take Count Duckula 2 *with me. It doesn't matter if it's not on disk, does it? And* Technician Ted *because a technician could come in very handy on a desert island. Especially if I needed some kind of power to connect up my Speccy.*

Then there's Worse Things Happen at Sea *to make me thankful that I'm on dry land, and* The Great Escape. *Should I want to leave my island, that could prove very helpful if I ran out of ideas.*

Of course, I'd need food so Chuckie Egg *would be a good choice. And I'd have to take* Stop the Express *- just in case there's a railway on this island of mine. (So I'd better have* Ticket to Ride *as well.)*

Thank you for being such a marvellous guest. Goodbye! Goodbye all!



Just the thing to take to a desert island. You could make a shelter out of it, or set fire to it or something.

CHARTS

1.	*Crystal Kingdom Dizzy*	CodeMasters
2.	*Street Fighter 2*	US Gold
3.	*Spellbound Dizzy*	CodeMasters
4.	*Dizzy Prince Of The Yolkfolk*	CodeMasters
5.	*Bubble Bobble*	Hit Squad
6.	*Dragon Ninja*	Hit Squad
7.	*Trivial Pursuit*	Hit Squad
8.	*First Division Manager*	CodeMasters
9.	*Dizzy Down The Rapids*	CodeMasters
10.	*Lotus Turbo Challenge*	GBH
11.	*Golden Axe*	Tronix
12.	*Chase HQ*	Hit Squad
13.	*Rainbow Islands*	Hit Squad
14.	*Graeme Souness Soccer M'ger*	Zeppelin
15.	*Ghostbusters 2*	Hit Squad
16.	*Toobin'*	Hit Squad
17.	*F16 Combat Pilot*	Action 16
18.	*Operation Thunderbolt*	Hit Squad
19.	*Magicland Dizzy*	CodeMasters
20.	*Italia '90*	Tronix

PENGUIN > CHARTS < COMPILED BY GALLUP, SPONSORED BY PENGUIN BISCUITS. PUBLISHED BY ELSPA

TOP TEN

This month we reveal the Shed's top Ten Toasties

- Cheddar cheese
- Tuna mayonnaise and gherkins
- Baked beans and curry powder with a dash of chilli sauce (Hot!)
- Camembert and raspberry jam
- Strawberry jam and vanilla sugar
- Egg and mushrooms (pre-cooked) with parsley and cheese
- Crisps, tomato ketchup and cheese
- Cheese and tomato
- Beans and bacon
- Tender crabmeat, parsley and mayonnaise mixed with ketchup

Right, that's made us all a bit peckish. Jonathan! Run down to the sandwich shop will you?

DAY TRIPPER

Daily Mail

Last month we mentioned that the Ideal Home Exhibition was going to have a computer games section. Well, this month we've got ten pairs of tickets to give away to that very exhibition. The exhibition takes place between the 25th and the 28th of March and there'll be both software and hardware on sale. The organisers also promise competitions and the launch of the National Computer Game Club. The Ideal Electronic Gameshow takes place at Earls Court 2, alongside the traditional Ideal Homes Exhibition. So, if you win, you can take your mum along to gape at the latest advances in curtain rail technology while you zap away at a few games.

Because the exhibition's so soon, the tickets will be sent out to the first ten people to write in with their name and address on the back of a postcard or envelope. It's so darn easy! Send your cards to *"Just Look At Those Gold-Plated Dolphin-Shaped Taps, They'd Go Ever So Well With Our New Lime-Green Bath (With Built-in Shower Unit)"* Compo, Your Sinclair, 29 Monmouth Street, Bath, Avon BA1 2DL. Good luck!

DIARY OF A STICK INSECT



International megastar Bert, with an unidentified female, yesterday. *(It was me! Ed)*

Monday Most of today was spent rehearsing my new routine for the forthcoming Groucho Club engagement. I think I've pretty much got the timing down on the red sack-blue sack gag, but the running joke with the glass of water and the member of the audience with a pronounced limp still needs work. Wiggy called at four-thirty, and suggested we meet later for a chat about the possibility of getting me on the weekly Des O'Connor show.
Tuesday Things are going swimmingly. I've perfected the routine, and I think Des is showing a distinct interest. Now's the time to ask Wiggy about my book.
Wednesday-Sunday Went to Great Yarmouth, and still can't remember why.
Next month – the diary of Henry Slebbins, the popular comic with the cheeky catchphrase, 'Whoops, I've mixed it up again.' Oh, what a giveaway.

ROCK AROUND THE CLOCK

AUG 1986

And what a big smiley issue this was, eh Spec-cums? *Paperboy* grinned his way from the cover straight in to your hearts. The sight of T'zer surrounded by goodies led to fifty thousand proposals, some of them quite genuine. On the techy side of things there was a Speccy speech synthesis program and a review of *Animator 1* as well as a guide to choosing a complete Speccy system. *The Price Of Magik* and *Knight Tyme* received the much-coveted Megagame award, as did *Spitting Image* and *Bobby Bearing*. It was another corker!



Here you are sir, one copy of the Daily Rubbish. 25p, please.

BE A STAR!



Be a star, eh? That's quite a statement, but just how are you meant to do it? Well, you could write a top pop song, or star in a top film. Thing is, these are quite difficult things to do (especially if you've never done them before) and do take some time. Alternatively, you can simply raise some money for Comic Relief and become one of a thousand stars! Now there's still a couple of weeks left, so what are you waiting for?



MAG*SAVE

GIMME GIMME GIMME!

Are you tired? Depressed? Having trouble getting hold of YS? Well, don't worry cos the cure for all these ills is here. Yes! It's the all-new panacea for a lost generation! All you have to do is fill in the coupon, hand it over to your newsagent and your garden will bloom again, your CD player will work perfectly and, best of all, you're guaranteed a copy of Your Sinclair every month!

Dear Sir/Madam
Please do me the great honour of saving me a copy of Your Sinclair every month.

I am

....

And I live at

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Postcode ....

Win! Win! Win!

A ROBIN HOOD WEEKEND AND A COPY OF *ROBIN HOOD: LEGEND QUEST!*

You've seen the film, read the review of the game and sung the song. Now live the life! The City Of Nottingham wants to open up its gate and heart to a family of YS readers. The family of four will be given a guided tour of the city, taken on a trip to Sherwood Forest, led around the Castle and the Tales of Robin Hood exhibition, showered with free gifts and given rooms and dinner for two nights in one of the city's hotels. And! You'll even get to meet the Sheriff – if he's around! We've also got five copies of the remarkably smart *Robin Hood: Legend Quest* from those wonderful Codies chaps and chappesses.

And what do you have to do to win this amazing weekend, or even a copy of *Robin Hood: Legend Quest*? Simply read the following question, write what you think is the correct answer on the coupon, cut it out and send it to *"Out Of The Way Fat Friar, I'm Off To Nottingham!"* Compo, Your Sinclair, 29 Monmouth Street, Bath, Avon BA1 2DL. Make sure your entries reach us by the first of April, 1993.

And the question is...

⭘ When and where is the earliest reference to the Robin Hood legend? Is it to be found...

a) In the minutes of the Dracula Society's first meeting, 1900?
b) In a Berkshire Court Document of 1261?
c) In James Joyce's Ulysses, 1922?

RULES

⭘ Employees of Future Publishing, CodeMasters and The City of Nottingham Council can't enter. Yah!
⭘ All entries must be received by the first of April, 1993. Entries that pop under the Shed door after that date will be recycled into travel brochures for the Nottingham area and its environs.
⭘ Any multiple entries will be treated in much the same manner.
⭘ It's been rumoured that Linda's quite good buddies with the Sheriff of Nottingham, so her word is absolutely final in a very dramatic sense. (Well, no one here's going to dare argue with her.)

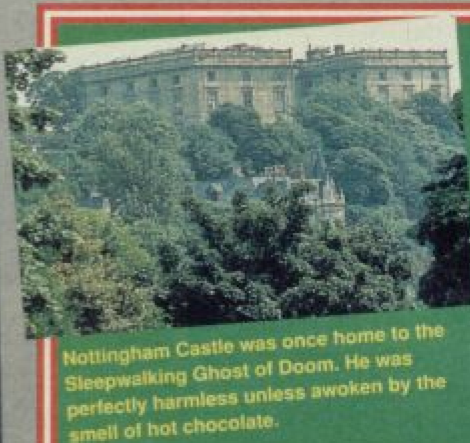
Tales Of Robin Hood

An interactive exhibition in which you smell, see and hear the smells, sights and, erm, sounds of mediæval England. There are wolves, hanged outlaws and deadly arrows. It's all a bit spooky and no mistake!



Thrill to the baying of the wolves! Scream as suspicious leaves brush your face! Go all tingly on principle! Spook!

Nottingham Castle



Nottingham Castle was once home to the Sleepwalking Ghost of Doom. He was perfectly harmless unless awoken by the smell of hot chocolate.

The original castle, in which all of England's kings from William the Conqueror to Henry VIII stayed, was completely destroyed after the Civil War. But on the same site a mansion was built around which you can now wander whilst thinking of all those sieges, murders and intrigues that took place on that very spot. Those old kings, eh?

Sherwood Forest

Sherwood was once one of England's great Royal Forests, extending over one hundred thousand acres. Very little of this now remains, but you can see the ruin of King John's Palace. At Edwinstowe, deep in the old forest, is the Visitor Centre and St Mary's Church where Robin and Marian were married. Ahhh!



The forest of Sherwood is full of madmen in garters and jerkins, eating gherkins.

To: "*Out Of The Way Fat Friar, I'm Off To Nottingham!*" Compo, Your Sinclair, 29 Monmouth Street, Bath, Avon BA1 2DL

The answer is ....

My name is ....

My address is ....

....

....

Tel No .... Postcode ....

DJ Puff's VOLCANIC CAPER



CodeMasters/£3.99
☎ 0926 814132



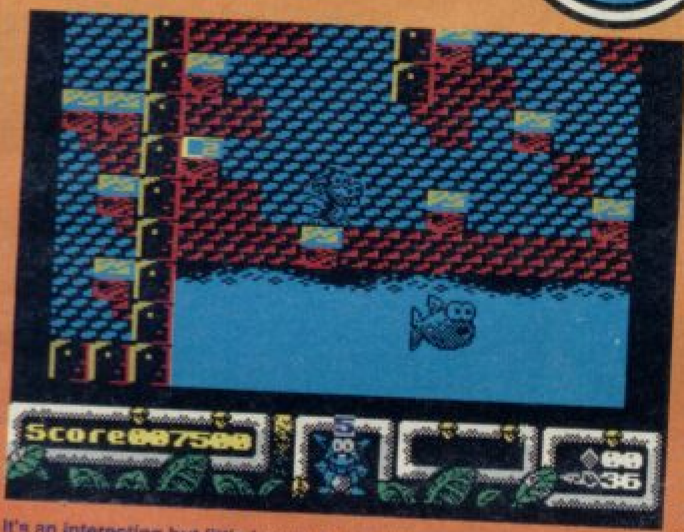
JONATHAN

No, that's wrong. A caper is something like Michael Caine comically robbing the Bank of England with the aid of a gang of lovable London rogues, but getting caught at the end by the clever Inspector in order to show that crime doesn't pay. A caper is not (and I repeat, not) some daft lizard hopping around an unstable mountain in search of his valuable record collection.

The Codies, however, are insisting on clinging to this obviously false premise, so *DJ Puff's Volcanic Caper* it is. If you cast your mind back about sixty years, you'll remember we previewed the game as a Final Approach in issue eighty. Ha ha! The joke was on us in no uncertain terms. Anyway, the programmer has finally come out of hibernation or been subjected to electro-shock therapy or something, so here it is at last. Was it worth the wait? Before I tell you that, I'd just like to say a few words about the unusual texture of wood.



The tadpole all-stars' synchronised swimming team was the smash hit of the Invertebrate Olympics. Here they are in mid-air for some reason.



It's an interesting but little-known fact that the guppy, aerodynamically, shouldn't be able to fly. Or was that the chaffinch?

Get on with it!

Oh. Right. It appears that DJ Puff is the proud owner of a large collection of records. Captain Krip, the ruler of the island on which our scaly hero lives, has decreed that all music be outlawed, and has confiscated Puff's vinyl. Tch. The green DJ has to leap around a load of platformy levels and recover his precious platters. Well, so much for the plot. Who wrote these nonsensical instructions anyway? *(We haven't got any instructions – you're reading from your own ancient preview, you clot. Ed)*



DJ Puff looks, sounds, plays, tastes and wears its duffel coat very much like an early version of *Stuntman Seymour*. You've got the same blocky colour scrolling, the same gameplay and the same bombs. (Actually, Puff uses a boomerang *(Natch. Ed)* but later on you can pick up some bombs, so there.) The only difference is, whereas *Stuntman* was a 'tricky platform affair with a fair old amount of playability once you get over the frustration barrier' (as I seem have to said in the December issue), *DJ Puff* is decidedly crap.



No! Say it isn't so!

Sorry, but it is. As I said, the prog looks like an early version of the Seymour game, so everything's slower and rough round the edges. You get some horrible colour clash with the scrolling, and when Puff gets blapped by a baddy, he takes a preposterously long time to fall over. The accompanying horribly slowed-down sound effect is a wonder to behold. In its favour, *DJ Puff* has massive levels – I thought I'd finished number one, and was wondering why the heck I didn't move on to Level Two, when I suddenly fell down a hole and found tonnes of new screens. Lummocks. I did eventually get to the end, by the way. There are no end-of-level guardians, but you do have to have collected all the records along the way, otherwise the exit is locked.

Collision detection is very poor. It's block detection – so if you're in the same character square as a baddy, you've had it. Really annoyingly, some of them, like the snail, are irregularly shaped, which means you have to avoid them like the plague rather than being able to skip skilfully over them. Is this fair? No. *(Bit of a rhetorical question, then. Ed)* So just to avoid giving you a nasty shock like last time, let me warn you I'm reaching in to my big bag of Disgruntled Reviewer's Terribly Apt Words and I'm producing the phrase (rattle rattle) 'odds', 'stacked', 'against' and 'you'. Okay? Here we go. *DJ Puff's Volcanic* Caper, eh? The odds are stacked against you and no mistake, matey.

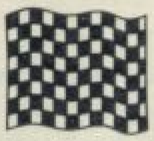
Considering the time spent 'in development' (or possibly 'in a drawer') it's a wonder that *DJ Puff* is so bad. The level of playability is about this big (makes very, very small ring with finger and thumb) and lasting appeal is non-existent. You just find yourself sitting and shouting things at the screen – things like 'But I was miles away' and 'My eyes hurt' and 'I bet your records are all by Undercover'. If you want to experience an eight-way scrolling shoot-'em-up, get *Turrican* or, indeed, *Stuntman Seymour*. Just look on the latter as a cleaned-up, polished and generally reworked version of *DJ Puff*. Which it probably is. *(You scamp, you. Ed)*





Well, months after we previewed *DJ Puff*, we still don't understand why that character is disguised as Groucho Marx. Why? Why?

FINAL VERDICT



Well, the levels are jolly big. Oh, and the fire-breathing bit is completely ace.



The colour clashes horribly, the collision detection is crap, there's no playability and it keeps slowing down.

See *DJ Puff*? See the word 'crap'? They go well together, don't they?

40%

REVIEWS

SUPERSPORTS

ComPilation

CodeMasters/£12.99
☎ 0926 814132



Hello, ladies and gentlemen, and welcome to Blind Date. Behind the screen are three loovly, loovly sport sims, I couldn't choose between them but somebody's going to 'ave to. 'Is name's Percy and 'e's from Huddersfield. Come in, our Perce. Ooh, that's a loovely bit of hur you've got thur. Now Percy used tur play fur Arsenal, is that right Perce? "Yes, Cilla. I did." Okay, Perce. 'Ave you got yur first question?



"I have, Cilla. Hello, ladies. I am a bit of a sporty chappy and there's nothing I like better than playing a few sports sims on my Speccy. If you were a compilation of sports sims, what would you be called? Number, erm, Three? "Hi, Percy! Well actually, I am a compilation and I'm also a real sport. What's more, I've been told I'm a bit of a challenge." "Super!" "Yes, I am a bit! So how about *Supersports Challenge*?" "Right, Number Three please Cilla." (Some time later and Percy has taken *Supersports Challenge* out for the day and tried to get to know it better. Cilla asks him how it went.)



It was a ritual, of sorts. Percy knew this and so he did his best to seem interested in the proceedings. When nobody was looking, he yawned.

Wrestling Superstars

Now Percy, you started off with this one – how did it go? "Well, Cilla, it was okay but nothing special." Ooh, Perce! That doesn't sound very romantic. What went wrong? "Oh, it wasn't that there was anything terribly wrong with it, but there was none of that special chemistry that makes you want to carry on seeing someone. Oh, and there's no two-player option either." So tell me, what did you do togethur, Perce? "Well, we had a few bouts together and I did do some pretty spiffy stuff. But basically, all it involved was me wrestling against the computer. I got in a few punches and a bit of kicking, but mostly it was just the usual joystick-waggling which can get very tiring.





"Did anyone ever tell you that you have the most delicate earlobes?" "Have I? Have I really? Oh, you're just saying that." "No, honestly."

There are a few nice touches like the way you bounce back off the ropes when you run in to them. Unfortunately, I hurt myself a bit at that point because I bounced into mid-air and fell over. I also managed to climb up on to the ropes and jump on to my opponent. That was fun." Well, it sounds like you had a little bit of fun. Are you going to see one another again? "Oh, I won't throw *Wrestling Superstars* away, or anything like that. I'm sure I'll get it out of the box now and again. I just don't think it'll be a long-lasting relationship." And the score...

60%

International Speedway

Now, this one's a bit older, Perce. Did it show? "It did a bit, Cilla. Now I've nothing against older games and if you like a bit of speedway then there's nothing astoundingly wrong with this. We have actually met before but after you've become reacquainted and had a couple of goes round the track, there really is nothing else to do."



Surely you could have found something to do together? "Well, I did try but, believe me, after a couple of spins round the track I didn't fancy many more. I actually came first, y'know? Don't get me wrong, Cilla, I've seen worse! I did get into *International Speedway* for a while, but again I don't think this is a relationship that's got much longevity in it." But what about looks, did they make yur hurt beat a little bit faster? "No, it really did look its age. It also looked a bit cheap actually." And the score...



With only five minutes 'til Marks and Spencer shut, Jonathan was in quite a hurry to get away. The other chaps didn't seem worried, Jonathan cursed them.

57%

First Division Manager

This is another one that you've met before, isn't it, Perce? Tell me, did you two old friends 'ave a lorra. lorra laffs? "Not really, Cilla. Y'see, I'm very fond of sports sims and all, but football management games leave me a bit cold. It's all those boxes and numbers, they really don't excite me. I'd much rather just watch the footy



"Pigsilpoiq! That's my team!" But I thought you played for Arsenal. "I did for a while, but Pigsilpoiq are the love of my life, Cilla. I'd do anything for them."



on the telly. That said, this is a very competent management sim. It's easy to follow and you're in no doubt about what you're doing at any point cos every action is all nicely labelled in its own little box. In fact, it was so clear that I managed to win my first match of the season."

So you got off to a good start, eh? 'Ow did it go from thur, love? "I must admit, Cilla, that I'm a bit fed up with all these management sims looking so darn similar. The first time you pick one up and find it's got a nice office set-up with a direct phonelink to your physiotherapist and banker, it's great. But now all footie management sims are the same." You want a bit of variety, do you luv? "I'm not putting *First Division Manager* down at all, Cilla. I mean, it's got all the features you'd expect and a lot of people like those features. It's those people that this game's aimed at, I shouldn't think it'd make any new converts." So will you be playing an away game, eh Perce? Will you be having another go, like? "Oh, maybe if the mood takes me." What's the score for this one?

70%

CHALLENGE





A big hand for Mad Harry, ladies and gentlemen! Isn't he a dreamboat? Young love's dream, and no mistake!

Cue Boy

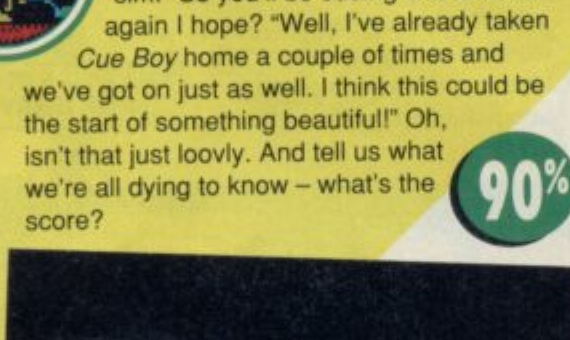
You two hadn't met before, 'ad you? "No Cilla, and I must admit that I think I've found the very computerised sports game for me." Ooh, luv, tell us all about it. "Well I was well-disposed towards this one from the start cos I've always been fond of computer snooker and pool, partly cos it was the first sports game I ever played on a computer. I've actually had quite a lot of practisce so I was raring to go with this one. From the very beginning, it looked good. You can play a friend or one of the computerised opponents, and they really do look like a tough bunch." A bit of rough, eh Perce? "Something like that, Cilla. As well as getting a kind of random choice of opponent (you have to press a button and play whatever chap the cursor thang stops at – it's a bit like trying to get the last L on a SKILL level thing on a Triv machine!) you can also choose between snooker and pool."

Tell us, Perce, what one did you go for? "I had a go on both, but I settled for snooker. I always seemed to have the same opponent though. Mad Harry, he was called and he looked a bit like Rolf Harris, only more thick-set. He was blimmin' good though. Whenever it was his turn, a little caricature would jump up on to the baize, if there was no way he could pot a ball, his mouth turned down. But if it looked like he had a chance, he'd go and stand by the pocket that he intended to lob a ball into. As he stood there, with a great smug grin spread across his face, I really wanted to give him a good poke with my cue." Ooh, Perce, we couldn't 'ave that. Not on a family show! "I know, Cilla, I was only having a little joke. Anyway, what was I saying... Oh, yes, how *Cue Boy* and I got on.

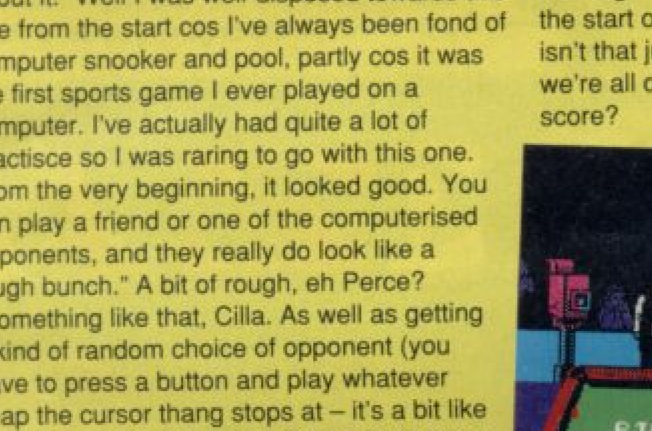
"As I mentioned before, the computer is very good indeed. It knows all the posh angles and how to put the perfect spin on a ball. I felt a bit stupid, but I'm proud to say that I kept calm and I'd actually won a fair few frames by the end of the day! Mind you, a couple of those were cos my opponent potted the black. It was the best game I'd played all day, a really lovely little sim." So you'll be seeing one another again I hope? "Well, I've already taken *Cue Boy* home a couple of times and we've got on just as well. I think this could be the start of something beautiful!" Oh, isn't that just loovly. And tell us what we're all dying to know – what's the score?



90%



Hang on, hang on. If you look closely at the audience, you can see that two of 'em are the same. Spooky, eh?



Harry looked around the table and saw the perfect opportunity. Never a man to look a gift horse in the mouth, he saw his shot and took it.

Slicks

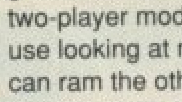
Now then Perce, time to spill the beans on *Slicks*. Was it as racy as you thought? "Oh, Cilla! Cheeky as the day is long, you are." *(Oh no. I can't stand it any more. What's on the other channel? Jonathan)* Click! "Now then! A big hand for the game Debbie's bringing out from the audience. It's called *Slicks*, ladies and gentlemen, isn't that grand? Say 'yes, Paul'. Now then! So you're an overhead-view scrolling race game, are you? Well, let's put you in the magic Speccy and see what happens. By golly, you are a swift little mover, aren't you? That scrolling certainly shifts, shifts it most certainly does. Now, what are you doing? Oh, you're qualifying for the race. And now you're challenging another driver in order to move up the league table. What a clever little tinker you are!



Now then, I'm going to get in to this car and drive it very fast. I'm also going to drive it very carefully and d'you know what ladies and gents? I'm going to win. Now that's magic!

Care to pick a card while you're at it? Hmmm. Now I'm the one who tells the jokes around here – you're not supposed to be funny by becoming rather repetitive once the initial appeal's worn off. And you're certainly not supposed to disappoint the nice ladies and gentlemen by failing to have a simultaneous two-player mode. Say 'no, Paul'. And it's no use looking at me like that – I don't care if you can ram the other cars off the road, it still doesn't excuse the ease with which you can crash. So there it is, ladies and gentlemen, *Slicks*. You'll like it – not a lot, but you'll like it. (I'm working him with me foot, you know. Ha ha! Say 'yes, Paul'.)

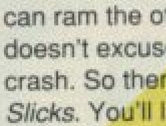
74%



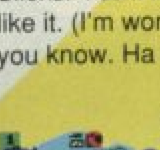
(Hang on, I hate Paul Daniels. Turn over! Andy O) ... our Perce and *Supersports Challenge* didn't exaccly 'ave a dream date. Still, they did 'ave a bit of a laff and that's what it's all about. No chance of wedding bells ringing here, unless you count that *Cue Boy*. What do you say, Perce? "It was worth it for the highlights, Cilla."

So there you have it, ladies and gentlemen. It's a little bit disappointing for me, cos I do loov an 'appy ending.

FINAL VERDICT



***Cue Boy* and *Slicks* are the pick of the pack. *Cue Boy*, in particular, is one of the best sporty sims seen around these parts for a fair old while.**



***International Speedway* looks, and acts, its age. The lack of a two-player option on some of the games is a drawback.**

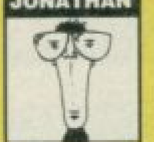
***Cue Boy* is ace *International Speedway* isn't. The rest is dandy enough and worth your pennies, especially *Cue Boy*.**

81%

REVIEWS

SPY VS SPY 3–ARCTI

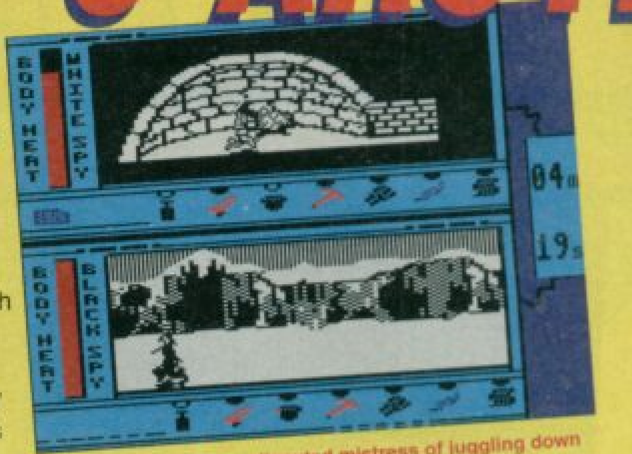
Wicked Software/£3.99 cassette



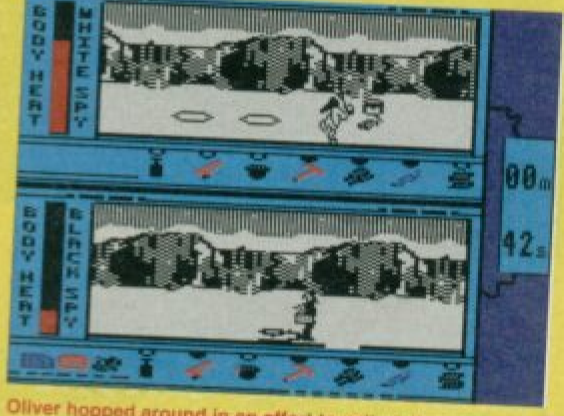
MAD. Now there's a magazine. Home of Alfred E Neuman and completely incapable of telling a joke without highlighting it and sticking three exclamation marks at the end. Anyway, MAD also houses (or may not by now – I haven't seen a copy since 1986) Spy vs Spy, the terribly funny adventures of two, erm, spies. Advertised as 'friendly rivalry' but usually involving blowing each other up, the series never fails to impress with its ingeunity. (Or may not by now... etc.)

The game of the strip, *Spy vs Spy*, was fabulous. Set in an embassy, you had to dash around, steal plans and (this is the best bit) set all manner of traps to foil your opponent, who could be human or an extremely sneaky Speccy. These traps were patently ridiculous – electrified buckets of water on top of doors, spring-loaded boxing gloves in drawers – but horribly effective. The game was followed by a sequel called *The Island Caper,* which nobody ever saw and which, ulike the sensibly monochrome original, was plagued by colour clash. Now comes the third instalment, set on an ice-floe somewhere in the Arctic ocean.

Now you may be wondering why I've spent two hundred words telling you about the first game, rather than number three. *(Sort of. Ed)* Well, it's because number three isn't terribly good. The main thrust of the game is that it's a two-player affair, but the action slows down markedly when you're both moving at once. Further probs arise because of the setting. It's awfully tricky to tell where the entrances and exits on a screen are and, consequently, you spend a lot of time running at walls. When the two spies meet, they fight – but with snowballs, so you can zap each other from a distance. (In the original, you used clubs



Jane Polyp was the undisputed mistress of juggling down York way. But, unbeknownst to her, as she practised in the kiln, a threat was coming in the shape of Hopping Sue...



Oliver hopped around in an effort to call up the great snow gods of the deep while, just beyond the ridge, Christine tried unsuccessfully to sell choc-ices.

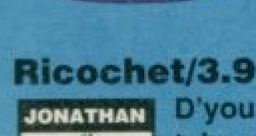


TOY BIZA

Ricochet/3.99 cassette



D'you know, you can now take a course in the history of the Speccy at college. (Ask your tutor about it.) One of the subjects of the course is covers through the ages and this, erm, covers such pieces as the anatomically astonishing *Legend of the Amazon Women* and the endearingly dreadful Wally Week paintings.



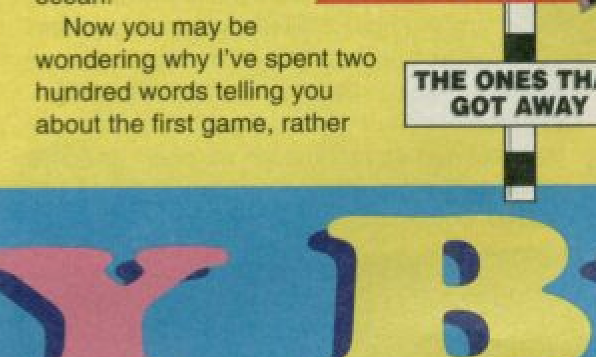
Highlight of the lecture is undoubtedly *Toy Bizarre*. The best ever Speccy cover, this depicts a wrapped present, with a sinister doll's hand bursting out to undo the bow. Even Andy O was moved to say, "It's quite clever and subtle. I like it."

The scary theme carries on with the storyline. You're Merton the maintenance man, and you've been trapped in the toy factory at night. While a bunch of killer toys waddle about dangerously, you have to turn off various valves to stop more being made. There's an indestructible doll called Hefty Hilda clattering around as well.

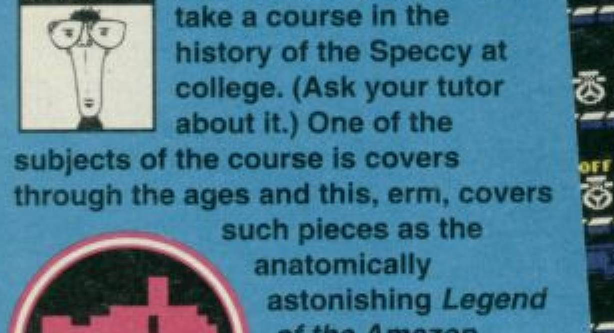


All in all, it's a bit of a nightmare. Spook city, Arizona, in fact.

What a terrible, terrible shame then that the game is a bland platform number. Forgiving the 1984 presentation (actually, the animated lopes of the main characters are really funny) the gameplay just doesn't stand up to close scrutiny. Look. (Sounds of someone closely



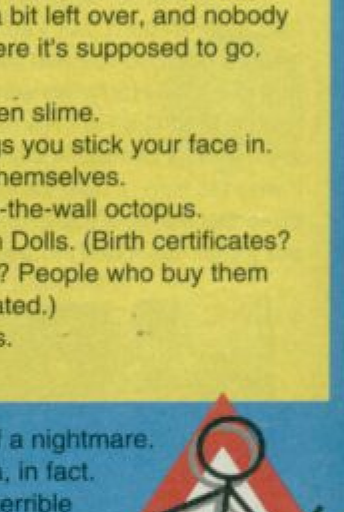
Driving along in my automobile (de dum de dum de dum de dum) – with my baby at the wheel (de dum de dum de dum de dum)... hang on isn't that illegal?



Splandies was the newest and hippest nightclub in town. The patrons were so cool, they didn't bother with corporeal forms, and would turn up simply, yet elegantly, as astral shades.

TOP TEN BIZARRE TOYS

1. Those really odd plastic chimpanzees with gripping hands and stripy costumes.
2. Transformers. Well, Andy's transformer to be specific. Whenever we put it back together, there's a bit left over, and nobody can figure out where it's supposed to go.
3. Slinky springs.
4. Elasticated green slime.
5. Those pin things you stick your face in.
6. Dolls that wet themselves.
7. The walk-down-the-wall octopus.
8. Cabbage Patch Dolls. (Birth certificates? Death certificates? People who buy them should be certificated.)
9. Crash dummies.
10. Stylophones.



...C ANTICS

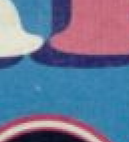
and so had to get really close, in a dangerous sort of way.) On the other hand (my left one actually) once you've got past the speed, the confusing graphics and the unfriendly trapulator (far trickier to use than before) the game is a lot of fun. You find yourself enjoying it in spite of itself, if you see what I mean. The original's still the best though.

64%



If only the camera had been pointed slightly more to the south-west, you would have been able to see Simon Yeti, the obviously-not-legendary hairy thing of the wastes.

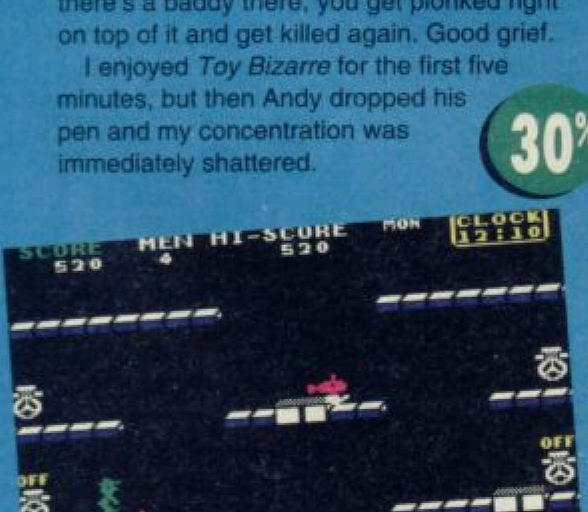
...RRE



scrutinising *Toy Bizarre.* Sounds of *Toy Bizarre* falling over.) There, told you. There's tonnes of racing around with no particular place to go and rather too much retracing your steps as Hilda opens all the valves you've just shut off. There's also the most amazing bug – when you get killed, your ghost pads off screen, then your new bod jogs back on. If there's a baddy there, you get plonked right on top of it and get killed again. Good grief.

I enjoyed *Toy Bizarre* for the first five minutes, but then Andy dropped his pen and my concentration was immediately shattered.

30%



In the quest for the holy zoot suit of Oami Laskert, all disciples must prove their worth by succeeding in four highly dangerous tasks. Making coffee is not one of them.

HIGH STEEL

Alternative/£3.99
☎ 0977 797777



These Ones That Got Away can get depressing. More often than not, it's patently obvious why the games got away in the first place. Then, out of the blue (what an odd expression that is. What's 'the blue'? Presumably the sky, but how many things drop out of the sky? Surely it would be more sensible to say 'out of the grey when I was trying to cross over to the corner shop' or something similar) you get a game like *High Steel*, with... erm, hang on. I've completely forgotten what I was going to say before that brackety interruption. Damnation.

Ah, that's it. *High Steel* is a jolly surprise, as it's a fab little game. It's also utterly original. You play a construction worker, and have to build various floors of a gigantic building. These levels consist of upright girders (the walls) and bricks (the floors). While you're rushing around trying to do this, various gremlins are crawling about, eating the bricks, knocking you over and generally getting in the way. To add complications, the crane driver, who delivers extra girders and so on, seems to be ever so slightly mad and keeps putting things in entirely the wrong place. Also, bricks from higher levels keep plummetting down and bashing you atop the bonce. It's tough at the top (of a forty-storey building, that is).

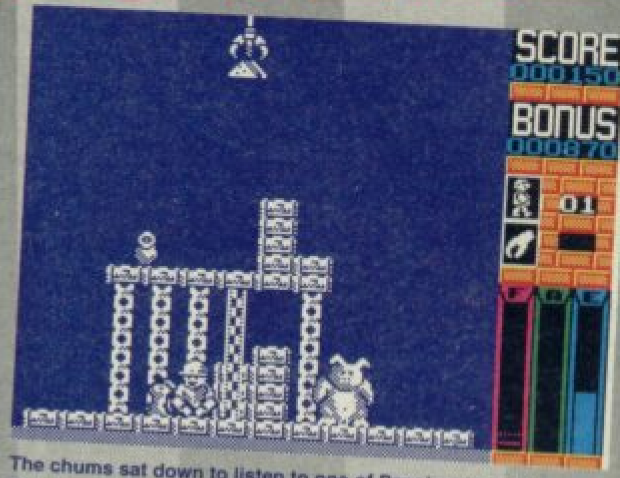




As the audience watched in tense amazement, Bernard the Mystic whipped away the supporting chair, leaving Jim, amazingly, to fall heavily to the floor.



Now these are only the bare bones of this incredibly complicated game. The inlay folds out in to something resembling a model glider, and is packed with rules and regulations governing the way the crane moves, or what each species of gremlin can do to you, or how exactly you place a girder. It fair makes the mind reel, but at least playing the thing makes everything clear. Well, more or less. So to avoid lots of you getting the prog then jumping out of windows, we'll run through a sample game. Now pay attention, I may be asking questions later.



The chums sat down to listen to one of Penelope's stories. Simple, poignant and often with a moral involving credit card fraud, they were always enjoyable.



You start off having to build a single level, and immediately the crane starts dropping bricks all over the place. Four of these can be piled on top of each other before you have to move to a new space, and you can only place a girder in a clear space, so the first thing to do is, erm, make a space. *(I'm so glad you're clarifying things for the readers. Ed)* Once a girder's in place, you can swarm up it and start laying bricks. Now here's the bit the instructions don't mention – each girder can only support two bricks. Evilly, you need to lay a floor of at least five bricks in length to complete the screen. Bah. Oh, and all the while these horrible gremlins are slurping about in a dreadfully messy manner. You have to push them off the scaffolding or (on later levels) shoot 'em with your rivet gun.

There. Sounds brilliant, doesn't it? Worth a magnificently high mark, eh? What – the dodgy controls? Okay, that's true, you do tend to loose a killer rivet without meaning to, which is especially annoying considering one of the gremlins just spits them back at you. Erm, and you're correct in saying the randomly falling bricks get very annoying. But those are only minor points! Oh, all right, they're pretty major ones. (Shucks.) But what about the massively positive bits, eh? The graphics are big, chunky, smooth and well animated. There are a couple of buzzy tunes (but no in-game effects). Each level brings new obstacles like banana skins (yikes!) and the gremlins are constantly mutating in to even nastier forms. Honestly, it's like an early-'80s arcade game – a sparkling game design with billions of features sprinkled on top. I love it. I'll tell you what – let's agree to differ. How does 76% sound?

76%

SAM GAME

WATERWORKS

REVIEWS

FRED Publishing/£9.99 disk
☎ 0382 534201

LINDA



Isn't it amazing to think that underneath the cities, towns and villages of this sceptic isle there are so many things happening? There are underground caverns and pools, secret passages that only the government knows about, a smattering of nuclear bunkers, gas pipes, sewerage pipes, electric cables, water pipes and even the odd disused aquarium. All this activity goes on throughout the day and night while we, for the large part, remain completely oblivious to it. Amazing, eh? Nothing to do with SAM *Waterworks* but, I hope you agree, very interesting.



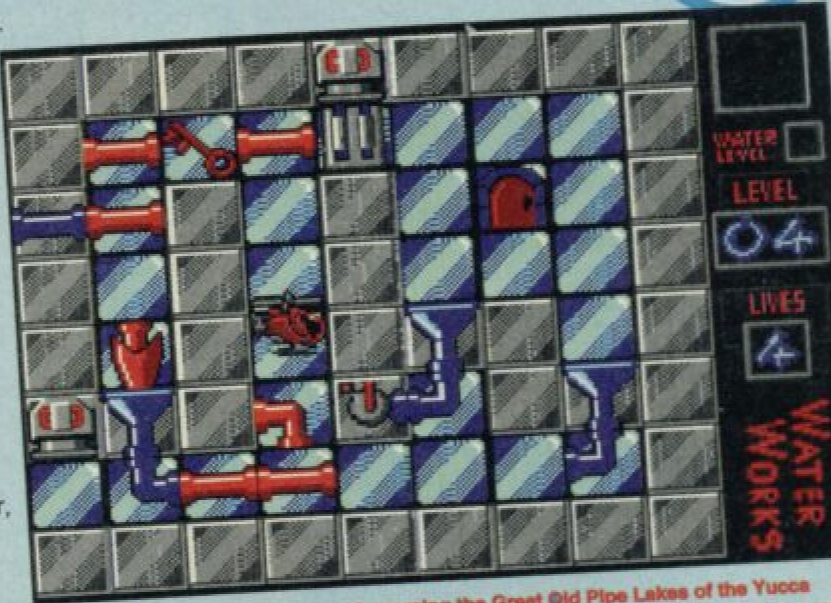
Waterworks, which is what I *should* be telling you about, is a bit like Backgammon in the sense that it's one of those games that you have to play to understand. If somebody tries to explain it to you, you just end up bemused, bothered and bewildered. The thing to do is jump straight in at the deep end and, erm, ask somebody who's played before what you should do when you get stuck! Okay, let's load it up...

Right... it wants a password, I haven't got any passwords. Aagh! Jonathan! It wants a password and I don't know any. What shall I do? *(Just press RETURN and you'll be okay, after that it'll tell you the level password whenever you start a new level. If you write them down, you can go straight to any level when you start another game. Jonathan)* Ah, I see. Right, RETURN it is then!

Now it all looks a bit complicated so maybe I should read the instructions... Okay, as far as I can tell, the idea is to get through lots of screens opening doors, drowning aliens and, this is the tough bit, adjusting the water level. Y'see, some bits of the screen and particular doors only become accessible when the water level has risen, or dropped, to a certain height. To adjust the water level you have to open different nozzles and turn switches on and off and also lay some pipes. Oh, and there are spikes and a submarine as well. That's the theory bit over, let's get back to the game and try out this new-found knowledge.

The first level is quite easy, as all you have to do is move the pieces of pipe around to form one long connecting pipeline. This is a common occurence throughout *Waterworks* and will probably mean lots of comparisons with *Pipemania*. Ah, the second level... Blimey, what am I meant to do here? Jonathan! What's happening here? *(You're going to have to pick up that key, to open that door up there. Now, by turning switches on and off you open other doors which let the water come flowing through. This could be a good thing or a bad thing. At the moment you don't want any water coming in and you've got a choice of three switches. Click on one of them... Ah, that was the wrong one to click on. You've drowned the whole screen. Start again. Jonathan)* Oh well, at least I'll know which one not to switch on next time.

Playing *Waterworks* involves logical thinking, the process of elimination and a lot of trial and error. I know I've probably made it all sound horrendously difficult, but it isn't that bad. The graphics are nice and big and everything is cunningly, and usefully, colour-coded. So the bits of pipes you can move are red and the ones that stay put are blue, likewise all the different switches and taps are easily recognisable (unless you've got a black and white telly, when it does get a tad more confusing). Another thing in its favour is the fact that it's so easy to control, even if you don't know what nozzle to open! According to FRED Publishing, this isn't a puzzle game but a kind of three in one puzzle-arcade-strategy game. Hmmm, I think *Waterworks* can go on the 'puzzlies' shelf myself. The aliens do seem to be a desperate attempt to include an arcade element but, seeing as they move in set patterns, you've just got to try and remember those patterns, which sounds a bit like an IQ puzzle to me! Now I like puzzle games and I'm sure another one won't do much harm. *(But we've got loads of blimmin' puzzle games! We want shoot-'em-ups, we want blood, we want violence! A multitude of SAM owners)* Okay, if you've had enough of SAM puzzlers then this could be the last straw, which would be a shame cos it's a nice little game. I'd buy it. If I had ten quid.



Hello, Control. Terry here. I'm just traversing the Great Old Pipe Lakes of the Yucca State Jingo Line. What should my next move be? "Hi Tel, Control here. Just relax, man. If you start worrying, the windows will steam up."

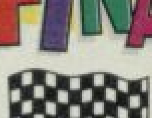


This is Terry calling Control. I'm hovering over the Great Key of Westerlake. It looks a bit unusual, I think it's trying to talk to me. Control! I'm scared. I'm very scared indeed.



Hello, sorry to bother you again. This is Terry. Don't worry, everything's okay. I was just wondering if you could pick up some broccoli florets on your way to the Splings of Gog Magog? Thanks!

FINAL VERDICT



I'm a big puzzle fan, so that's a good start. It's slick, it's playable, it's chocka with, erm, puzzles, and it's actually rather original. (Sort of.)



It's *yet another* SAM puzzle game. Is there something wrong with the machine that you can only do puzzle games? Or what?

I really enjoyed playing it, but I can see why people wouldn't like it. Non-puzzle fanatics should knock 25% off the score of...

80%

Letters

WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW
Star Letter winners receive three free games! All letters win a YS badge!



In this month's letters we come to terms with a very angry man indeed, hear all about Elvis' predilection for milk and receive a complaint from a distinctly mauve reader. It's all happening here, I can tell you! Y'know, sometimes I just don't know how I deal with it all, I must be nigh on superhuman. Maybe it's something to do with all that brie and chocolate I ate during my adolescence.

OBSTINATE ONES

I feel that I must write to you with reference to your answer to the letter from Jamie Prince. Even with a decent emulator or even the SAM Messenger, you cannot guarantee that you will be able to play "whatever Speccy games you want." Some will transfer, but others will definitely not. Anyway, the main point of my letter is to warn people that not all Spectrum games can be transferred to a SAM disk. As you mention, a great many can with an emulator, but there remain the obstinate ones.

George Robson
Knittingley, West Yorkshire

You're right, you can't play all Speccy games, but you can play nearly all 48K ones. There is a way of converting 128K games, but I've absolutely no idea what it is. **Ed.**

A FIRST

I have just read my first Your Sinclair mag and I enjoyed it a lot. The best bit is reading the letters. I enjoyed reading the one Stuart Robson from Whitley Bay sent you. It didn't sound like a promise to me. Did you send him his Amiga games? Please could you send me *Quattro Adventures* because I enjoy playing my *Quattro Cartoon* as soon as I have finished my homework.

Donna Penning
North Walsham, Norfolk

I'm glad you enjoyed your first Your Sinclair. It is a bit on the good side, isn't it! Stuart hasn't got any Amiga games cos I haven't had any proof that he bought an Amiga!

I'm afraid we don't actually send out games to our readers unless they've won them for something. But thanks for your letter anyway. **Ed.**

AN INVITATION

Once more I open my heart, place a fresh black and inky ribbon in my typewriter and send you another missive from the world that does exist north of the Watford gap. I've only really three things to say. Or possibly four, if you count wibble.

The first is a stupendous/quite good/really rather crap idea I had upon reading January's issue. You said that you wanted to go abroad, or at least take a holiday. Well why not tour the country (this country, I mean)? You could come up to York and see... me. Well, look on the bright side, we've got some really pretty architecture. Rally the Spec-chums together by going and seeing everyone who reads YS. You can tell them where you'll be and we can come and say hello.

That's the first thingy. The second is that I enjoyed the That Was The Year That Was article, but had this horrid feeling that Andy O did far more work than anyone ever gave him credit for. Birruvun unsung hero, so to speak.

The last thing, before my paper runs out, is to ask nicely if it's okay if I pop into the Shed sometime when I'm passing Bath? I'd love to see the three most overworked, underpaid people in the history of magazine publishing.

Oh, and please don't print 'Robin Lewis, Long Marston, near York' cos it looks silly. Besides, I am no longer Robin Lewis, I am...

The Phantom
Robin Lewis
Long Marston, Near York

SMALL PRINT



I am never wrong.
King Ting the Egyptian, The Palace, The 48th Dimension
Well that's wrong for a start. **Ed.**

Is Jonathan Nash really the brilliant Jon Pillar?
Gavin Smith, Belfast
Yes, as far as we can tell. **Ed.**

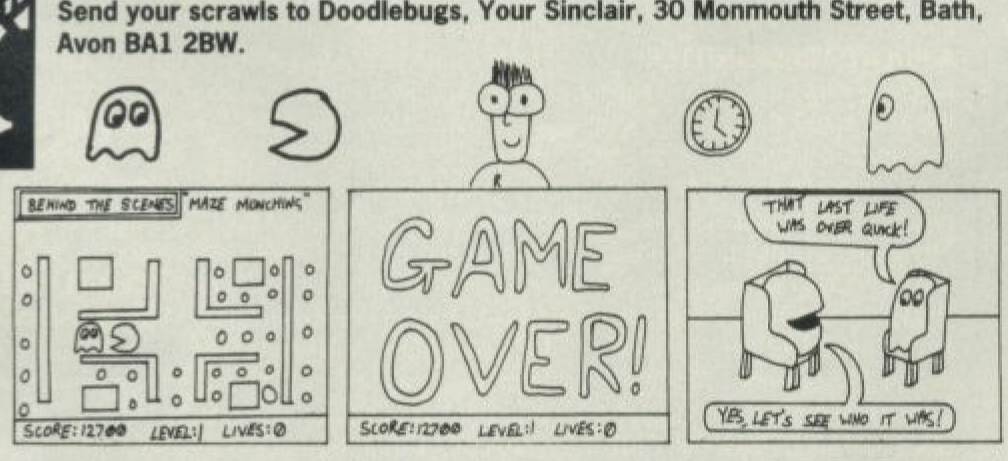
Tell Steve Anderson I've got the bootleg KLF What Time Is Love demo tape.
Dan the Man, Huddersfield, West Yorkshire
No, I don't want him coming over all jealous and doing something stupid that he'd grow to regret. **Ed.**

I'm off to the seaside tomorrow with my Auntie Em.
Paul Brook, Oldham, Manchester
Watch out for the Laughing Policeman. Ho ho ho. Spook! **Ed.**

DOODLEBUGS



This month's slice of art comes from Dominic Rackstraw of Bracknell, Berkshire. It's called *Behind the Scenes – Maze Munching*. It's good, isn't it? Send your scrawls to Doodlebugs, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.





STAR LETTER

A SLIGHT MISUNDERSTANDING

As I write this I have just completed one of my favourite games – *Continental Circus*. Anyway, how are you and the crew? Okay? Good. I must tell you about the tragic loss of my pal Bob, the man with the golden cabbage. About two months ago he came to my house from Cheltenham (where he lives). He went to bed early that night. I overheard my mum saying that he was in pain, so I crept into his room and beat him to death with an iron bar. He wouldn't have felt a thing.

Unfortunately what my mum said was that he was a pain, not was in pain. Ooops! On to a happier point, who said hang Jon Pillar? Poisoning is a much better way-of killing someone. It's less hassle, just give him some rhubarb leaves.

I saw Elvis in Tesco the other day. He was standing at the milk counter smelling the milk. Your Christmas issue wasn't very festive was it? I got a Sega for Christmas, but this doesn't mean that I will neglect my Speccy. I will be the last person in my group in school to get a console. Will you please tell my friend at school what the difference is between an 8-bit and a 16-bit, as I can't figure it out.

Tell Andy O that if he's lucky I can fix him up a date with my granny.

Do you mind if I ask you a few searching questions?

1. How long, on average, does it take for you to think up a screenshot caption?
2. How many illustrious Eds has YS actually had?
3. How many games have you reviewed in your life?
4. What is the square root of 126?

Marty McFly
Coventry

Poor old Bob, 'tis indeed a sad story and one that doth truly deserve the accolade of Star Letter!

Questions, questions, questions! Right, the difference between an 8-bit computer and a 16-bit computer is that the 16-bit (having twice as many, erm, bits) can cope with larger numbers. This means that it can deal with more colours, it's faster and it's got a bigger memory. Erm, and that's it. Basically.

Seeing as our captions are all dredged up from the depths of our collective subconscious, they don't take that long. As to Eds, let me see... Ooh, I think it's six. First there was Kevin Cox, then T'zer Maughan, then Matt Bielby, Andy Ide, Andy Hutch and... me! And d'you know what? T'zer's the only one who doesn't work at Future!

I've no idea how many games I've reviewed and I can't be bothered to go through my back issues and count them. And the square root of 126 is 11.224.

By the way, I told Andy O about your Granny. He said that it's a deal – as long as she's got all her own teeth and still knows how to rattle her bootie. **Ed.**

Let's see, where do I start? Well, I've been to York loads of times actually. I know I said I hadn't been on holiday for years, but I was talking about abroad. Y'know, a proper holiday! I was kind of ignoring all the time I've spent in Britain – in Hull, Manchester, Leeds, York, Harrogate, Dumfries, Castle Douglas, Bristol, Huddersfield, Sheringham, Norwich, Brundall, Cromer, Great Yarmouth, Bury St Edmunds, Troston, Sheffield... Actually, I suppose I've been away quite a lot. I'm not complaining any more though, cos I went to Paris a couple of months ago and it was everything I hoped for. Still, thanks for the invite, Robin, and if I'm ever in York I'll try and let it be known!

You're very welcome to pop into Future whenever you're passing through Bath, I'm sure we can all take a few minutes off to say hello. Even Andy O! Actually, it'd be good for his health – he really does work far too hard, y'know! **Ed.**

VIVID AND LIVID

I really must protest, most strongly, about the treatment of a fellow Vivid reader in your otherwise noble publication.

Personally, I am a violent shade of mauve. Surely at least Tim Kemp can appreciate me? I feel quite certain that had Hutch still been on

TRAINSPOTTERS



WILL THE REAL NIGEL MANSELL PLEASE STAND UP

I absolutely demand a Trainspotter Award. No, let me rephrase that. I would very much like one of your Trainspotter Awards for finding a simply huge mistake in your magazine.

Look at the contents pages in the Feb ish, and look at the games section. Now, if you look closely under the heading Megapreview it says *Nigel Mansell's Grand Prix*, but the actual preview itself reads *Nigel Mansell's World Championship*. Now tell me which is right and which is left?

So please send me a Trainspotter and tell Jonathan Nash that Dizzy is absolutely and completely excellent.

Jonathan Pinner
Boston, Lincolnshire

I told him. He didn't take any notice, but I did tell him! As for Nigel Mansell, *well... ummm. Look, it was a gremlin. We knew it was* Nigel Mansell's World Championship *but some mischevious little imp blocked off a certain section of our collective brain. Don't laugh, it was very disconcerting indeed. It made us all feel incredibly dizzy and we had to sit perfectly still for half an hour.* **Ed.**

A POLITE TRAINSPOTTER!

As usual, I was thoroughly reading the mag and, I don't mean to be rude but, I noticed a small printing error. I thought you might like it pointed out, it's on page ten. There was a competition and, in the first paragraph, you said "that's three games a week for a the whole of 1992 and thirteen left for 1994." I don't think you meant to put that second 'a' in, and you meant 1993, not 1992. I hope you don't think I'm rude.

Vickie McNair
Hampton, Middlesex

Rude? Not at all, and you're so right too. But that doesn't necessarily mean you're entitled to a Trainspotter. Oh, we're so unpredictable! **Ed.**

YS IS BRILL, BUT...

On looking at the oh-so-brilliant YS, Feb ish, I noticed some flaws in your otherwise fab and groovy mag. I decided that I would have to point these out to you, so I compiled a shortlist of the most obvious mistakes.

1. On page six, where you displayed instructions on how to use your truly groovesome covertape, you made an error in the title of *Bored Of The Rings*. After printing most of it in shadow you left the shadow of a letter T.
2. On page eleven of your wibble-tastic publication, you made three errors. The first being that you spelt the address of CGH Services wrong. You spelt the name of the village as Pencaedr when it should be spelt Pencader. I should know, I live fifteen miles from it. The second error is the term wazziest. This was used in your Don't Miss Out coupon. The word comes from wazzock. The third error is also on the coupon, you spelt the word you as 'yoy'.

Toby Powell
Llanybybydder, Dyfed

So? You still understood every sentence, didn't you? Honestly, we try to experiment a bit and you lot just don't get it. Pah! **Ed.**

DOUBLE RASSSSP

I would like to claim a Trainspotter cos in ish 73 you rated *Neighbours* at 81%, but in ish 85 you gave it 78%. Ha ha! Rassssp!

Adam 'Funky' Piggott
Craigmark, Ayrshire

James reviewed it initially, and I reviewed it again later. James liked it more than I did, so he gave it a higher mark. Where's the mistake in that, eh? Double rassssp with a cherry perched provocatively on the top! **Ed.**

UNSUBTLE? US? YEP!

A bit unsubtle, wasn't it, writing about the post-Christmas period and then sending the subscribers' copies out before Christmas?

Leigh Loveday
Port Talbot, South Glamorgan

It was a bit, wasn't it? It really isn't our fault at all. I mean, we were told that the on sale date of that issue was the fifth of January. How were we to know that the printers would be completely and amazingly efficient and get the subs' copies sent out early? I

It was even more annoying cos we actually sent it to the printers a bit later than we were supposed to. Darn and tsk, eh? **Ed.**

the throne, rather than this vicious young upstart you now have, a potential inflammatory situation would have been avoided. I remain livid and vivid.
J Cogle
Garrymore, Berwickshire

I apologise profusely for any hurt I may have caused any Vivid readers. Honestly, I appreciate a bit of colour now and then. Mauve is fine by me, I've actually got a mauve sunhat with white spots, and a pair of purple hot pants! Never let it be said again that I'm sombre. **Ed.**

TOO LATE!
Watch out for the red dandruff. It will sell all your secrets to the enemy and force you to print a picture a picture of Kylie Minogue.
Mark George
Boscombe, Dorset



I wish you'd have warned me earlier. I saw the red dandruff, but I thought it was hundreds and thousands and didn't think twice about inviting it in. **Ed.**

... I KNOW A MAN WHO CAN
I'm in desperate trouble. I've run out of binders for my YS collection that goes back to issue 49, with a competition to win ten of EA's well trendy sweatshirts on page seven. When I looked through my latest issue I found that there was no order form to buy binders. Panic ensued! Please could you send me another binder or sell them again through the YS Superstore.
Dominic Edsall
Amotherby, North Yorkshire

We don't actually have any spare binders in the office, but they do have plenty of the things in the Future Publishing warehouse at Somerton. If you send them a cheque or postal order for £5.95 and a letter explaining what you want, they'll send you a lush new binder. The address is Your Sinclair Binder Offer, Future Publishing Ltd, Somerton, Somerset TA11 6TB. **Ed.**

ME AND MY MICRODRIVE
I would first like to say how totally mindblowing your mag is, not to mention the fab Beaut Box. I have been an avid reader of every ish, thanks to Caddicks – my friendly local newsagent who orders a copy just for me. I think the mag has got sharper and wittier since the new Ed took over. *(Gee! Ed)*

Getting down to the reason for this letter though, in ish 86 you had an article in SAM Centre about Chezron Software who, you say, produce a mag called *Outlet* in a version for Microdrive users. I was wondering if you could give me more info on this, as Microdrive info is so outrageously difficult to get hold of. Also, could we have some Microdrive info in your mag or on the Beaut Box.

Lastly, I'd just like to say that *Peking* (ish 73) has to be the most addictive game you have ever managed to put on to a piece of brown magnetic plastic.
Roy Williamson
Kirkdale, Liverpool

Hello! Jonathan here. My, this is becoming quite a regular occurence, isn't it? Maybe we should rename the page 'Write to the Ed (and the Staff Writer).' Er, perhaps not. Anyway, as regarding Outlet, yes! I have an address for Chezron. It's 605 Loughborough Rd, Birstall, Leicester LE4 4NJ. Moving on to Microdrive info, erm, there isn't any. To be honest (and remember, criticising Lord Sir Clive hurts me just as deeply as it does you), the whole Microdrive concept was a bit crap, which is why almost nobody has one nowadays. I'm not ruling out a feature on it here (then again, I'm not saying one's just around the corner) but Microdrives are not high on our list of juicy hardware to wibble on about. And as for Beaut Box Microdrive stuff, well, if someone sends some in I'll take a look at it. Can't say fairer than that, can I? We now return you to your regular scheduled Editor. **Jonathan**

A FOOTIE PLEA
While reading your review of *Football Manager 3*, I noticed you mentioned *Tracksuit Manager*. Can I can still obtain a copy, and from where? Keep up the great work!
Mr A Jones
Birmingham

Okay, turn to Pssst! See that bit about the EDOS catalogue? Well, you'll find Tracksuit Manager *in there.* **Ed.**

ANYONE REMEMBER DIGITAPE?
Years ago I remember a company called DigiTape advertising in YS offering programs from the Pitstop section of YS on tape. Seeing as I'm not up to typing in lists, I'd like to know if the tapes are still available. If not, could you print my full address so some kind reader willing to sell their DigiTapes could get in touch
Mark Sturdy
Pear Tree Cottage, North Deighton, Wetherby, West Yorkshire LS22 4EN

Sorry, Mark, but we don't have a contact number or address for DigiTape anywhere. If anybody else has any further info, please get in touch with Mark at the above address. **Ed.**

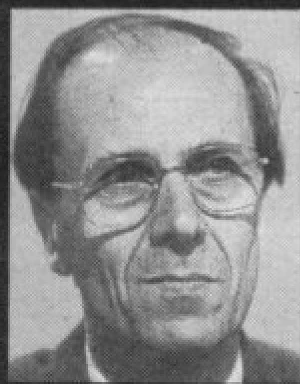
CALLING ALL SPEC-CHUMS
Having been a loyal Spectrum owner for the last ten years it's good to see that there's still a quality Spectrum magazine on sale, even though it's now very difficult to obtain copies in the shops.

The main reason for this shamefully unfunny letter is for me to get in contact with other Speccy-users around the country, swap games with them and generally have a good old natter and reminisce about Spec-life, the Spec-universe and Spec-everything.

It's impossible to buy Speccy software in the shops, so the only way I can increase my software collection is to write to your mag. I hope that plenty of Spec-chums get in touch – veteran or rookie owners.
Mark Ripley
19 St Michaels Crescent, Stockton, Warwickshire CV23 8JH

Again, the only way we can help is by printing your address. No doubt Mark will be absolutely inundated with letters from Spec-chums the world over. Hopefully! **Ed.**

NORMAN TEBBIT'S DEAD SERIOUS CORNER



MR ANGRY
Another new year and fresh hope that for the first time this letter will be acknowledged. I have sent letters to both YS and SU several times and neither of you have bothered to reply once. Do you just open a couple of letters and throw the rest away? Here's hoping you've actually opened this one. You can always cut the stamp off my reply envelope if you're going to ignore me again.

It's no wonder your circulation is falling when you're making so many mistakes and ignore people who write to you. Does anyone check your covergame tapes before they record them, and does anyone check the companies that advertise in your mag?

I buy your mag every month and it's exciting to load the covertape not knowing what to expect. But alas, on Feb's covertape there were only two programs I could use. Not much fun, I think you'll agree. Why didn't someone check that *Turbulence* needs a code word or number to run it? Plus *Hexcellent* is for two or more players. And I can't use *Pokerama* because I cannot find a Multiface that works on my 128K +2. I bought one from Romantic Robot but it doesn't work. I had my computer checked and it's working perfectly. I sent the Multiface back, but they returned it saying it was working perfectly as well. What am I supposed to do?

As for Omnidale Supplies of Derby – I wrote to them three times asking for a dustcover, but they didn't have the decency to reply.

As for the programs you print in your magazine, please check them before you go to press.

By the way, I'm going to keep writing to you until I get a reply, so please don't keep on ignoring me. Have you any idea how frustrating that is? I look forward every month to buying your mag and SU, but they just disappoint me every time.
K Sambrook
Edinburgh

Only open a couple of letters a month? How on earth do you think we manage to fill our letters pages, the Tipshop, Spec Tec Jr and Input Output by only opening a couple of letters a month? Please!

We do not answer letters personally, only through the mag pages. But you're right about the stamps, we do tear them off. They go in a big box and get sent off to various charities and appeals.

I'm afraid I can't do anything about Omnidale Supplies, but I can assure you that all the programs on our covertapes are checked in the office. The various programs then go off to be duplicated and we get a batch back from Ablex which Jonathan has to check again.

Romantic Robot are right – there's nothing wrong with your Multiface. The simple fact is that you don't use a Multiface with Pokerama. *All you have to do is select your POKE and run the actual game tape after it.*

As for Turbulence *and* Hexcellent, *the former does not need a code for the first level – you simply press Enter. In the Beaut Box pages, under the title* Hexcellent, *it says "Hexcellent isn't another Non Compos Mentis... It is instead a two-, three- or four-player strategy game." Thank you and goodnight.* **Ed.**

PROGRAM PITSTOP



Something for the weekend, sir? We have a fresh Craig Broadbent just over here, full of juicy listings.

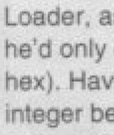
Welcome back once more. I was lying abed this morning when a hideous thought suddenly struck me. In the excitement of going to sleep at a reasonable hour I had completely forgotten to write Pitstop. So as in an effort to keep you from noticing I'm still finishing the bit at the end, here is some wibble about university. Uni (as they call it in Australia) is actually rather brill, and I would recommend it to anybody – I mean, there are fifteen pubs on the campus alone! And the things I could tell you about Typography (but won't, because you'll just ask what it is like everyone else, and I haven't got the time, the patience, or the space left in this intro to tell you). (Sounds of SAM saving text file to disk.) Phew. Finished. Let's look at some programs instead, eh? (Pant pant pant.)



CHARSET

by Guy Palmer

Now, for some reason, I've been bombarded with loads of bold character sets recently – Guy goes one step further and gives us a choice of four different sets to swap between at will. Just enter the code (I've printed it as a Decimal Loader, as Jonathan seems to like them, and he'd only change it anyway if I printed it as hex). Having done that, POKE 32863 with an integer between one and four inclusive, and voila, one instant character set change. Just so you know what to expect, set one is that nice bold one which everyone seems to send in, set two is a sort of bold/italic cross, set three is in reversed squares, and set four is the normal Sinclair set. So there you go.



BASIC

```
1 REM FOUR CHAR SETS by Guy Palmer
10 REM Decimal Loader by the mighty Craig
20 CLEAR 32767: RESTORE 1: LET x=200
30 FOR f=32768 TO 32911 STEP 8
40 LET t=0: FOR g=0 TO 7
50 READ a: POKE f+g, a: LET t=t+a: NEXT g
60 READ a: IF t<>a THEN PRINT "Checksum
Error at line "; x: STOP
70 LET x=x+10: NEXT f
80 PRINT "Data POKEd into memory OK."
90 INPUT "Save to tape? "; s$
100 IF s$="Y" OR s$="y" THEN INPUT
"Filename? "; f$: SAVE f$CODE 32768, 142
200 DATA 33, 0, 61, 17, 0, 253, 205, 32, 601
210 DATA 128, 33, 0, 252, 34, 54, 92, 201, 794
220 DATA 1, 0, 3, 126, 203, 63, 182, 18, 596
230 DATA 19, 35, 11, 120, 177, 32, 244, 201,
839
240 DATA 6, 96, 197, 6, 3, 126, 203, 63, 700
250 DATA 182, 18, 19, 35, 16, 247, 126, 18, 661
260 DATA 19, 35, 126, 18, 19, 35, 6, 3, 261
270 DATA 126, 203, 23, 182, 18, 19, 35, 16, 622
280 DATA 247, 193, 16, 222, 201, 6, 96, 197,
1178
290 DATA 6, 7, 126, 238, 255, 203, 63, 230,
1128
300 DATA 127, 18, 35, 19, 16, 244, 35, 175, 669
310 DATA 18, 19, 193, 16, 234, 201, 62, 2, 745
320 DATA 254, 1, 32, 9, 33, 16, 128, 34, 507
330 DATA 7, 128, 195, 0, 128, 254, 2, 32, 746
340 DATA 9, 33, 32, 128, 34, 7, 128, 195, 566
350 DATA 0, 128, 254, 3, 32, 9, 33, 69, 528
360 DATA 128, 34, 7, 128, 195, 0, 128, 33, 653
370 DATA 0, 60, 34, 54, 92, 201, 0, 0, 441
```

ALTERNATIVE CLS

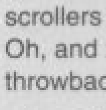
by Wayne Hunt

For those times when a CLS just isn't enough... This chunk of code gives you fourteen alternatives to everyone's favourite command. The different routines, their addresses and lengths, are outlined at the top of the very next column.

- Bar FX – 60000, 49
- Attributes – 60049, 51
- Mirror FX – 60100, 34
- Xer Scroll – 60134, 36
- Fader – 60170, 38
- Shutter FX – 60208, 22
- Pixels Up – 60230, 43
- Pixels Down – 60273, 53
- Pixels Right – 60326, 18
- Pixels Left – 60344, 18



If I were you, I'd type them all in first using the Decimal Loader provided, then you can try them out and save the ones you like separately. It's relocatable, so you stick them where you like (within reason), and to get each routine going, just type RAND USR start address, except for the character scroll, which needs RAND USR 60148 to start. Incidentally, you may have noticed, there are fourteen methods but only ten routines; this is because you can use the horizontal and vertical pixel scrollers together to make, erm, diagonal ones. Oh, and xer stands for character. (Little throwback to Computer Science lessons there. Schooldays, eh?)



BASIC

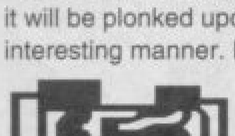
```
1 REM ALTERNATIVE CLS by Wayne Hunt
10 REM Decimal Loader by the mighty Craig
20 CLEAR 59999: RESTORE 1: LET x=200
30 FOR f=60000 TO 60367 STEP 8
40 LET t=0: FOR g=0 TO 7
50 READ a: POKE f+g,a: LET t=t+a: NEXT g
60 READ a: IF t<>a THEN PRINT "Checksum
Error at line ";x: STOP
70 LET x=x+10: NEXT f
80 PRINT "Data POKEd into memory OK."
```

```
90 INPUT "Save to tape? ";s$
100 IF s$="Y" OR s$="y" THEN INPUT
"Filename? ";f$: SAVE f$CODE 60000,362
200 DATA 33, 0, 88, 17, 32, 0, 213, 229, 612
210 DATA 17, 32, 0, 6, 22, 54, 24, 25, 180
220 DATA 16, 251, 229, 213, 33, 16, 39, 17, 814
230 DATA 1, 0, 205, 181, 3, 209, 225, 225, 1049
240 DATA 229, 6, 22, 54, 0, 25, 16, 251, 603
250 DATA 225, 209, 27, 35, 122, 179, 32, 214,
1043
260 DATA 201, 33, 0, 88, 17, 1, 88, 1, 429
270 DATA 191, 2, 54, 7, 237, 176, 6, 6, 679
280 DATA 33, 0, 88, 120, 119, 17, 1, 88, 466
290 DATA 197, 1, 191, 2, 237, 176, 6, 254, 1064
300 DATA 33, 255, 0, 17, 2, 0, 197, 229, 733
310 DATA 205, 181, 3, 225, 193, 43, 16, 243,
1109
320 DATA 193, 16, 221, 201, 33, 0, 88, 17, 769
330 DATA 1, 88, 1, 255, 2, 237, 176, 22, 782
340 DATA 16, 33, 0, 64, 1, 0, 12, 203, 329
350 DATA 30, 35, 203, 22, 35, 11, 120, 177, 633
360 DATA 32, 245, 21, 32, 236, 201, 33, 0, 800
370 DATA 88, 17, 1, 88, 54, 5, 1, 255, 509
380 DATA 2, 237, 176, 201, 0, 33, 0, 64, 713
390 DATA 85, 62, 192, 6, 31, 35, 94, 43, 548
400 DATA 115, 35, 16, 249, 114, 35, 61, 32, 657
410 DATA 242, 201, 243, 6, 25, 197, 33, 0, 947
420 DATA 64, 22, 0, 62, 236, 6, 25, 35, 450
430 DATA 94, 245, 123, 211, 254, 241, 43, 115,
1326
440 DATA 35, 16, 244, 114, 35, 61, 32, 237, 774
450 DATA 193, 16, 226, 205, 107, 13, 251, 201,
1212
460 DATA 22, 0, 33, 0, 64, 126, 203, 63, 511
470 DATA 119, 35, 62, 88, 188, 32, 246, 20, 790
480 DATA 62, 9, 186, 32, 237, 201, 33, 0, 760
490 DATA 64, 6, 191, 197, 229, 209, 36, 124,
1056
500 DATA 230, 248, 188, 32, 16, 6, 8, 144, 872
510 DATA 31, 31, 31, 103, 1, 32, 0, 9, 238
520 DATA 124, 23, 23, 23, 103, 229, 1, 32, 558
530 DATA 0, 237, 176, 225, 193, 16, 220, 24,
1091
540 DATA 43, 33, 224, 87, 6, 191, 197, 229, 1010
550 DATA 209, 124, 230, 248, 188, 40, 3, 37,
1079
560 DATA 24, 16, 14, 7, 129, 31, 31, 31, 283
570 DATA 103, 1, 224, 255, 9, 124, 23, 23, 762
580 DATA 23, 103, 229, 1, 32, 0, 237, 176, 801
590 DATA 225, 193, 16, 218, 54, 0, 229, 209,
1144
600 DATA 19, 14, 31, 237, 176, 201, 33, 0, 711
610 DATA 64, 6, 192, 197, 167, 6, 32, 203, 867
620 DATA 30, 35, 16, 251, 193, 16, 244, 201, 986
630 DATA 33, 255, 87, 6, 192, 197, 167, 6, 943
640 DATA 32, 203, 22, 43, 16, 251, 193, 16, 776
650 DATA 244, 201, 0, 0, 0, 0, 0, 0, 445
```

DRAW

by Guy Palmer

Guy's second offering is the complete opposite to Wayne's thing – just type it in, RUN it, and load a SCREEN$, and it will be plonked upon the screen in an interesting manner. No fourteen different methods here, I'm afraid, but what do you expect from fifty-eight bytes? Tch.





BASIC

```
1 REM DRAWSCREEN by Guy Palmer
5 CLEAR 32767
10 LET ADDRESS=32768
20 FOR F=0 TO 57: READ A
30 POKE ADDRESS+F, A: NEXT F
40 DATA 33, 0, 64, 175, 119, 35, 124
50 DATA 254, 88, 32, 248, 33, 144
60 DATA 250, 17, 0, 88, 1, 0, 3, 237
70 DATA 176, 6, 8, 197, 33, 0, 64
80 DATA 17, 144, 226, 1, 0, 24, 26
90 DATA 230, 1, 182, 119, 19, 35, 11
100 DATA 120, 177, 32, 244, 58, 36
120 DATA 128, 7, 50, 36, 128, 118
130 DATA 193, 16, 223, 201
140 PRINT "LOAD A SCREEN": LOAD ""CODE
58000
150 CLS : PRINT "PRESS A KEY": PAUSE 0
160 RANDOMIZE USR 32768
170 PAUSE 0: GO TO 160
```

SCROLL-A-LOAD

by Nigel Grange

As I mentioned last month, Linda's swanky Apple Mac file transfer program decided to eat half of the listing first time round (some might say that it was simply expressing its opinion of scrollers), so here it is in its entirety. Well, sort of. This is the BASIC listing – you'll still need the machine code from issue 84 to get the thing up and running. Back issue, anyone?



BASIC

```
10 REM SCROLL-a-LOAD config.
20 REM by Nigel Grange
100 BORDER 5: PAPER 5: INK0: CLEAR 64000
110 POKE 23658, 8
115 DIM C$(5,6)
117 LET A$=" SCROLL-a-LOAD! BY N
GRANGE - THE BEST SCROLL AROUND!"
120PRINT " INSERT YOUR LOAD-a-SCROLL
TAPE"
130PRINT TAB 9; "AND PRESS PLAY"
140 LOAD "" CODE 64768
150 CLS
160 PRINT "ARE YOU LOADING A
HEADERLESS"; TAB 13; "BLOCK?" ' ' TAB 8;
"TYPE N IF UNSURE"
180 GO SUB 9000
190 IF Z$="N" THEN LET ST=64768: GO TO
400
200 LET ST=64793
210 PRINT: PRINT "ENTER LOADING
ADDRESS:"
220 INPUT G
230 LET AD=62325: GO SUB 9300
240 PRINT: PRINT "ENTER CODE LENGTH:"
250 INPUT G
260 LET AD=65237: GO SUB 9300
400 CLS: PRINT "SELECT COLOUR OF
BORDER:": RESTORE 9100: FOR N=1 TO 5:
READ C$(N): NEXT N
420 RESTORE 9200: FOR N=1 TO 8
430 PRINT AT 2+(N*2),7; N-1; ":";
440 READ X1, X2: PRINT C$(X1); "/"; C$(X2)
450 NEXT N
460 INPUT C: IF C<0 OR C>7 THEN GO TO 460
470 POKE 64797, C
500 CLS: PRINT "SELECT LINE FOR
MESSAGE SCROLLER"
520 INPUT "LINE NO (1-23):"; L
524 IF L<1 OR L>23 THEN GO TO 520
530 LET G=0
540 IF L>8 THEN LET L=L-8: LET G=G+2048
550 IF L>8 THEN LET L=L-8: LET G=G+2048
560 LET G=G+(L*32)
570 LET G=G+16383
580 LET AD=65243: GO SUB 9300: LET
AD=65342: GO SUB 9300: LET AD=65344: GO
SUB 9300
620 CLS: PRINT " SELECT ADDRESS FOR
MESSAGE" ' ' TAB (7); "TYPE 0 IF UNSURE"
640 INPUT "MESSAGE ADDRESS:"; G
650 IF G+LEN (A$)>64766 THEN PRINT TAB
(7); "ADDRESS TO HIGH": GO TO 640
660 IF G=0 THEN LET G=64765-LEN (A$)
670 LET AD=65239: GO SUB 9300
680 LET AD=65241: GO SUB 9300
690 FOR N=1 TO LEN A$
695 POKE G, CODE A$(N): LET G=G+1
696 NEXT N
698 POKE G, 32: LET G=G+1: POKE G, 255
700 CLS
710 PRINT " ARE YOU USING SINCLAIR CHAR
SET" ' ' TAB (7); "TYPE Y IF UNSURE"
720 GO SUB 9000: IF Z$="Y" THEN LET G=0:
GO TO 740
730 INPUT "CHAR SET ADDRESS: "; G
740 IF G=0 THEN LET G=15616
750 LET G=G-256
760 LET AD=65245: GO SUB 9300
800 CLS : PRINT TAB (7); "SCROLL-A-LOAD" ' '
"TO SAVE, TYPE:-" ' "SAVE ""CODE"" CODE
64768, 510" ' ' "TO RUN, TYPE:-" '
"RANDOMIZE USR "; ST ' ' "YOUR PROGRAM
CAN OVERWRITE" ' "SCROLL-A-LOAD, UP TO
ADDRESS" ' "64960, WHEN LOADING A
LARGE" ' "PIECE OF CODE!": STOP
9000 INPUT "ANSWER Y OR N:"; LINE Z$:
RETURN
9100 DATA "BLACK", "BLUE", "RED", "GREEN",
"YELLOW"
9200 DATA 1, 1, 1, 2, 1, 3, 2, 3, 1, 4, 2, 4, 1, 5, 2,
5
9300 LET G2=INT (G/256): LET G3=G-(G2*256)
9310 POKE AD, G3: POKE AD+1, G2
9320 RETURN
```

TOOTHBRUSH

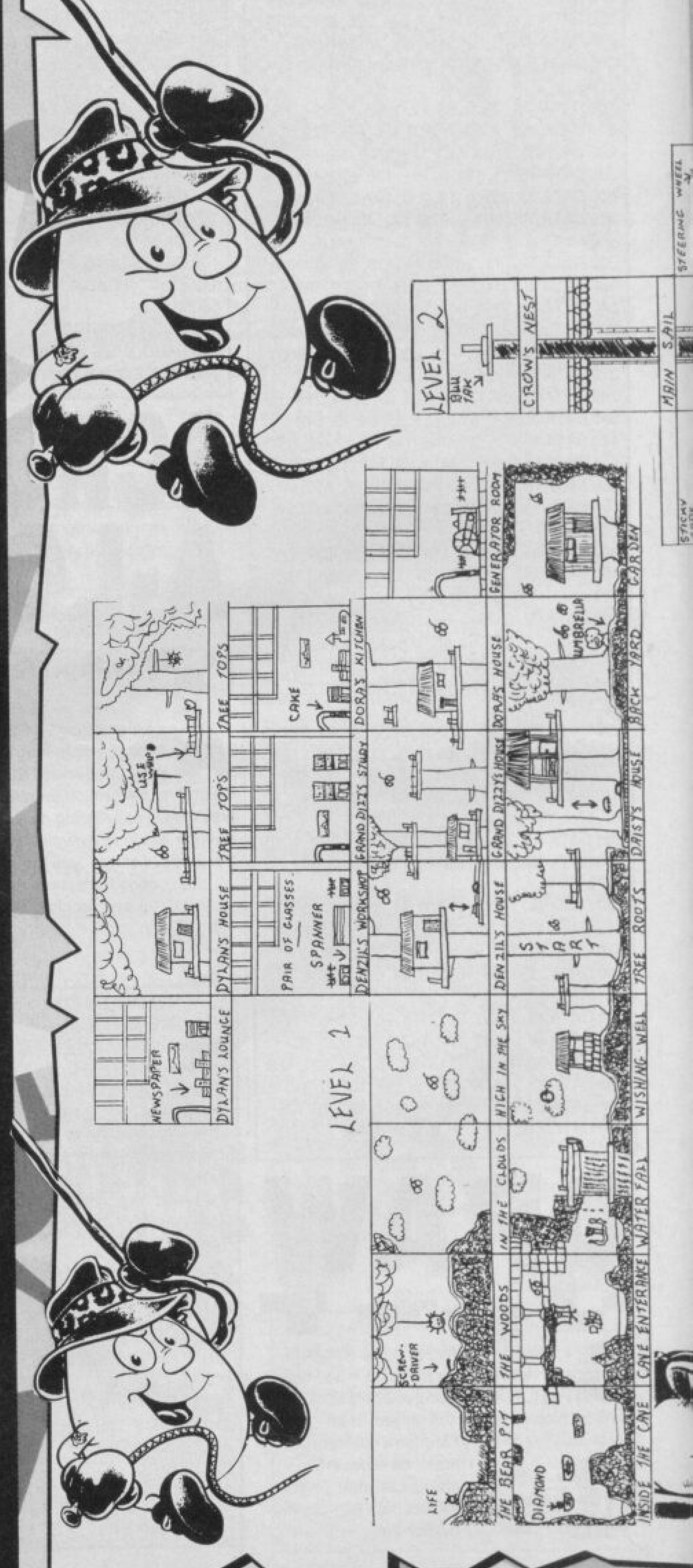
Oh yes, I almost forgot that. Right, I'm all packed and ready to head to the sunny sou'west to spend an unseasonally warm holiday with my friend John. I'll see you next month when I'll be back in Reading, home of... er, Reading University. And me, of course. Send your stuff to Craig B, at Poltroon Pitstop, YS, 30 Monmouth Street, Bath, Avon BA1 2BW. (I wonder what the 2AP postcode is for then? Keeps the postie on his toes anyway.)



It's back! The most wondrous selection of tips in the known universe is happy to greet you on this fine new day. This month Tipshop urges you to do something you've never done before. It doesn't have to be anything reckless or admirable, just something that you've never got round to doing before – like going to the pet shop and making faces at the fish. Or going into HMV and listen to the worst album they've got on those headphone thingies. It's the little things in life that count! And now, on with the tips. Hurrah!

CRYSTAL

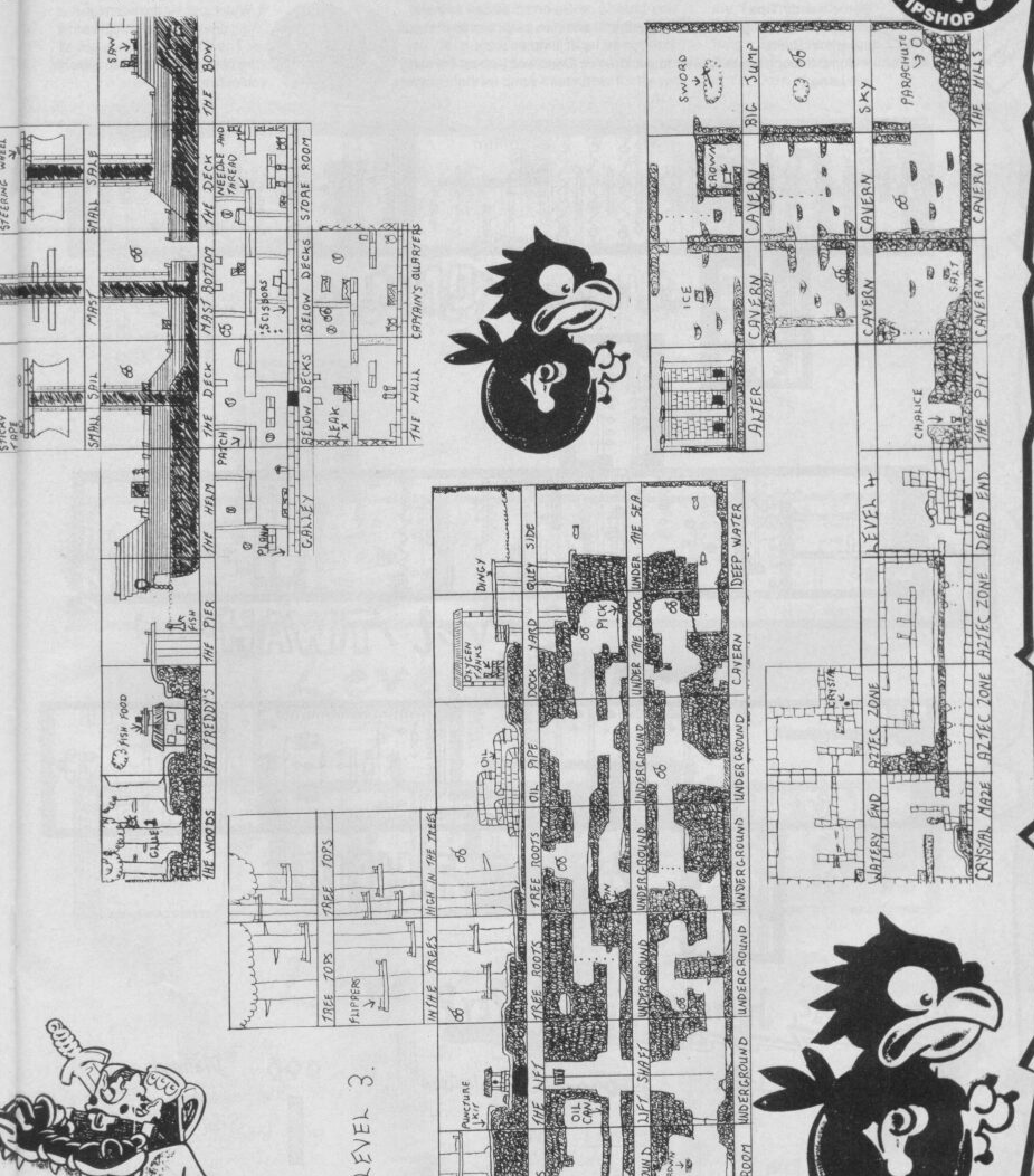
Okay Spec-chums, last month you had the complete solution – now it's



KINGDOM DIZZY

YS HINTS 'N' TIPS TIPSHOP

...t's time for the map. Yep, **John Turner** has mapped *Crystal Kingdom Dizzy*. So now there's no excuse for not beating it!



MEGAMAP

CAPTAIN

Leigh Loveday has once again proved his greatness by drawing a beautiful and complete map of the Codies' game.

Some Handy Tips

★ You don't actually have to duck under the electric bolts.

★ Jump through the teleporter to avoid activating it.

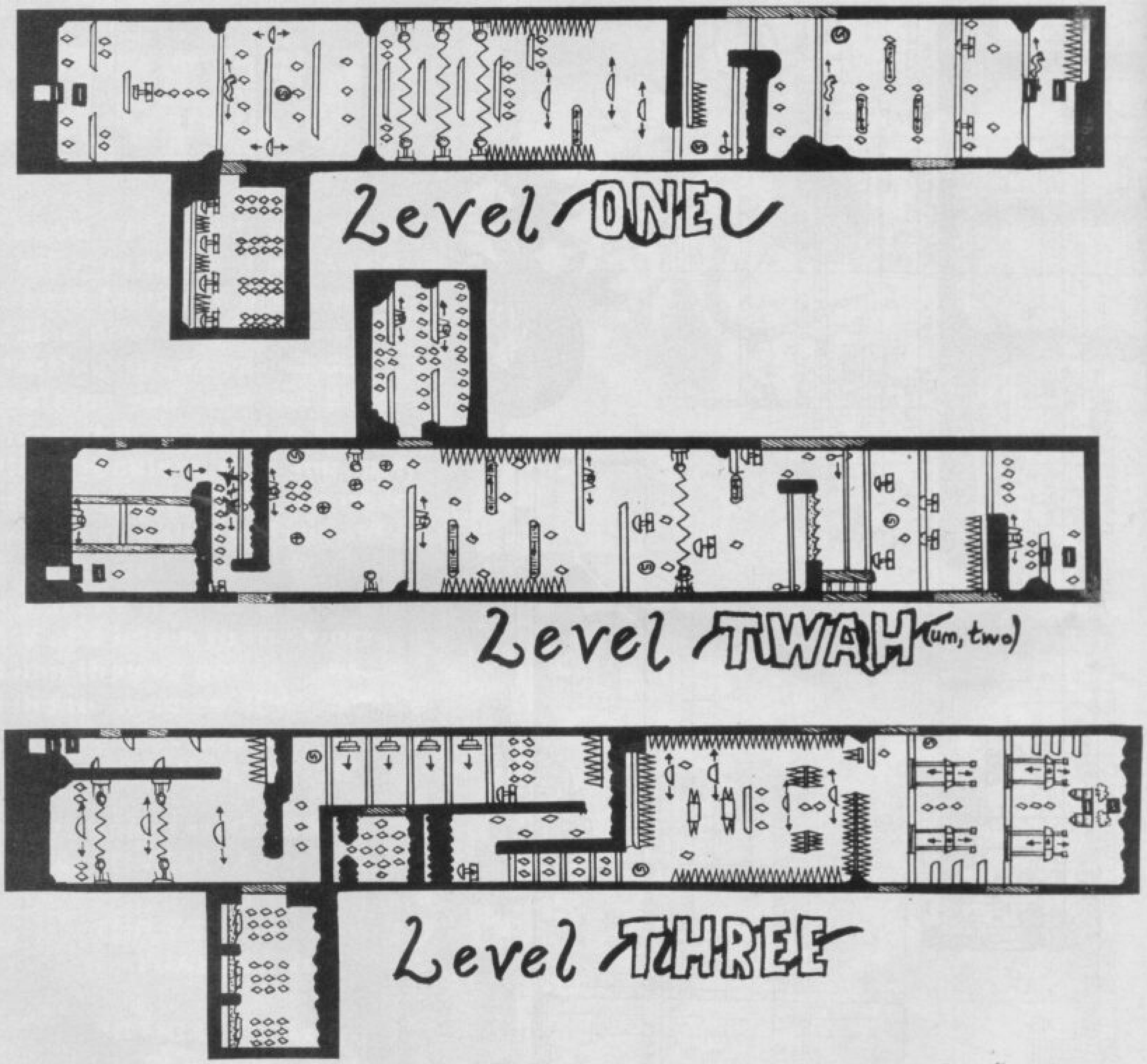
★ Go on/off screen to make enemies reappear so that you can jump on them.

★ Don't worry about the spiky turtles – jump on them anyway.



★ Watch out for the enemies that walk one way then run the other.

★ The bouncers bounce you in the opposite direction to the one you're facing.

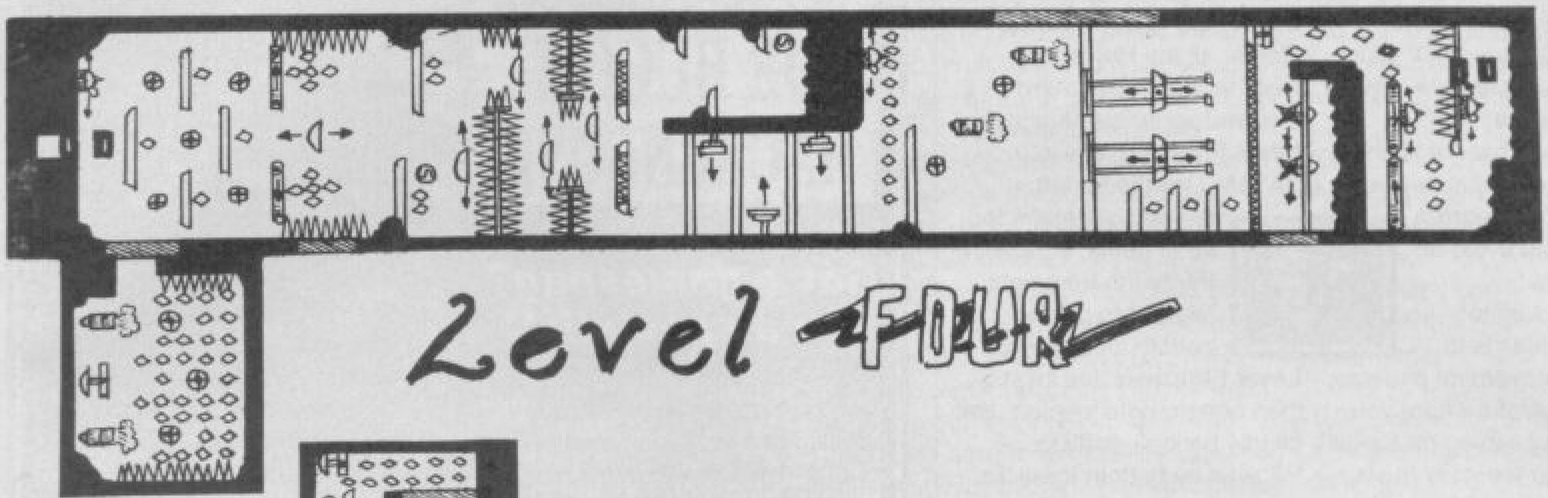




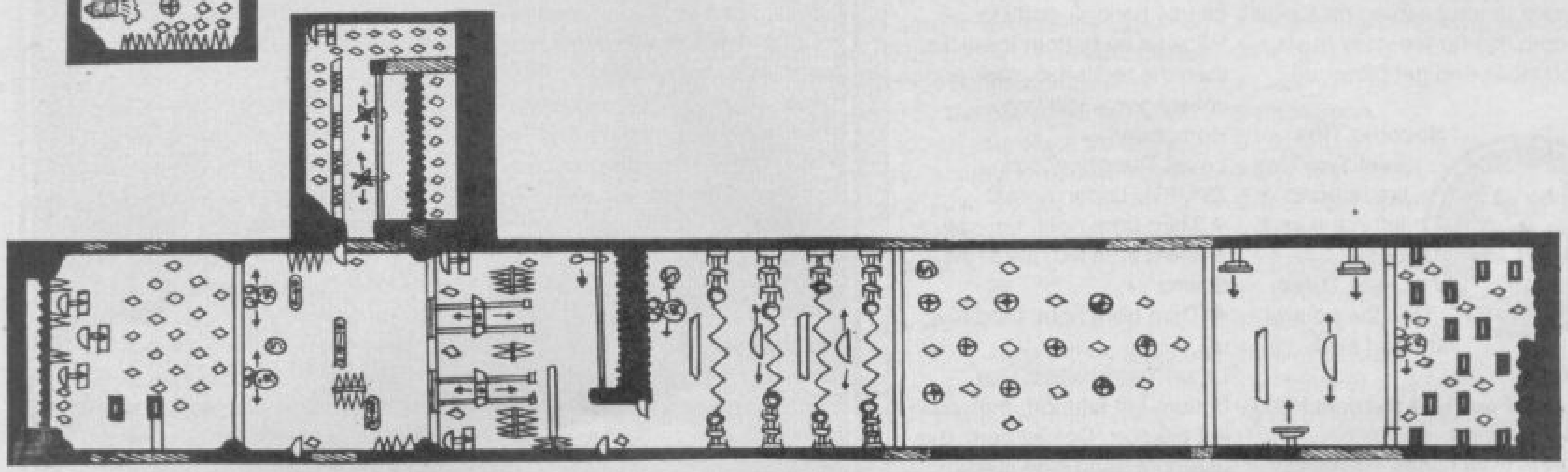
DYNAMO

★ It's all about timing and patience. Don't rush things, there's no time limit.
★ Anyone like to sign my petition for the abolition of Les Dennis?

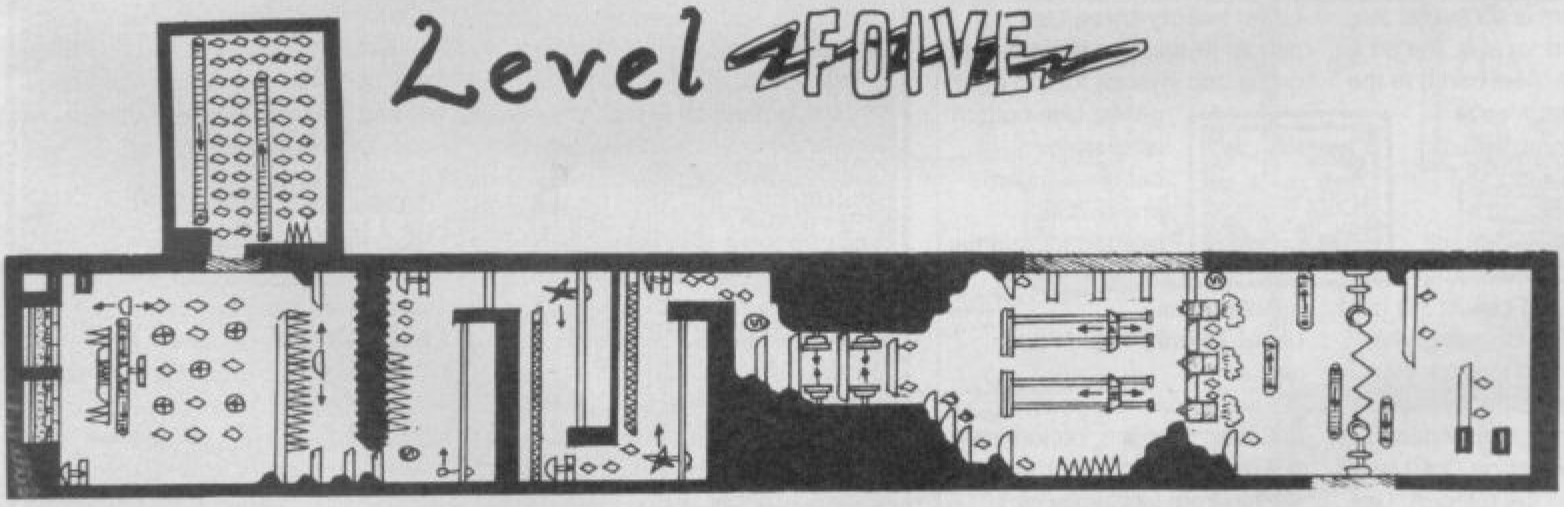
Thanks, Leigh. By the way, should you really be spending all your time trying to get rid of Les Dennis? What about that lovely Heart of Darkness essay? Honestly, you don't know how lucky you are, I wish I could write that essay. That Kurtz, eh? He's a card. The thing is, Colin the Publisher probably wouldn't let me print it in YS. Darn shame!



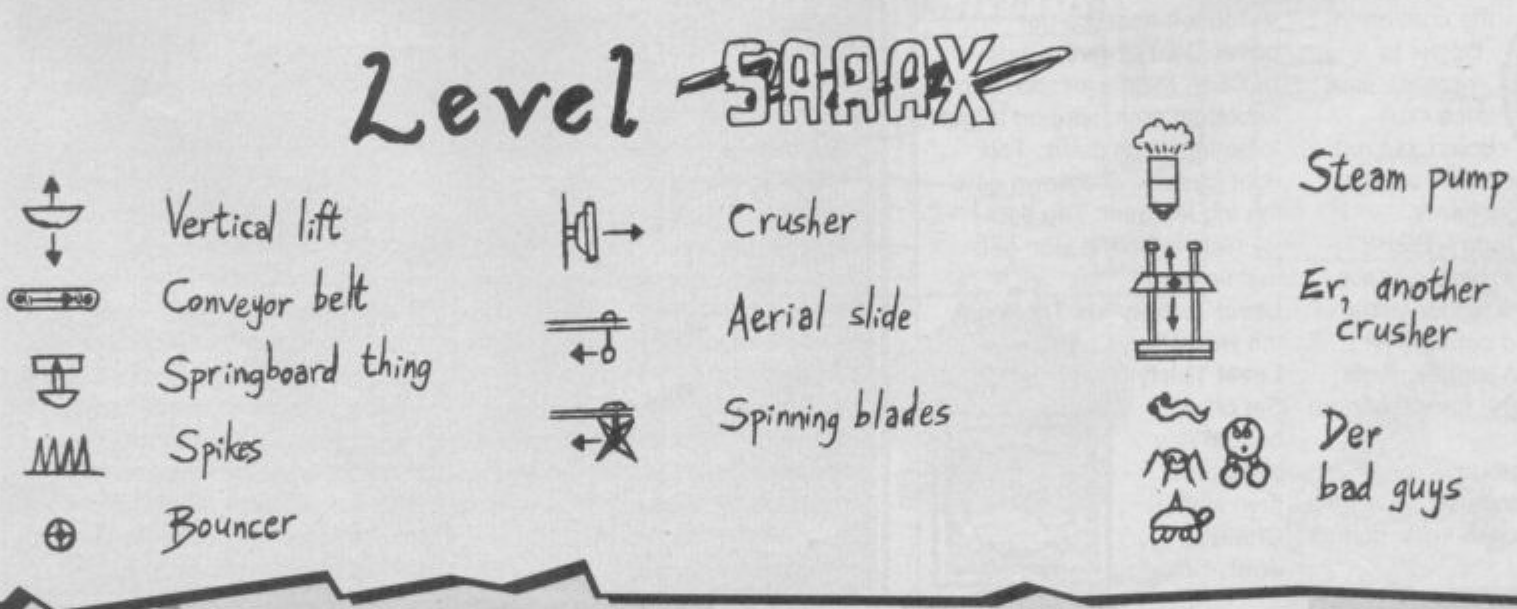
Level FOUR



Level FOIVE



Level SAAAX

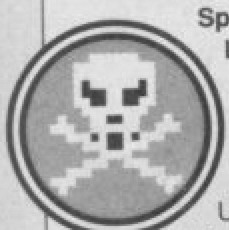


SNARE

Jon Rose was involved in the making of *Snare* (in the shops now!) and he's sent in a whole caboodle overflowing with tips. Take it away, Jon...

General Tips

- Never panic! The worst thing that can happen if your time runs out is that you lose your time bonus.
- Remember that not all the little yellow clocks increase your time limit. Learn which ones to avoid on each screen.
- The best way to avoid the aliens is to learn their movement patterns.
- Be very careful where you move to after setting off a skull bomb. It's far too easy to stay too close and get blown up.



Specific Tips

Level Two Use the bottom left-hand skull bomb.

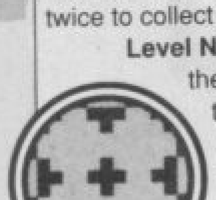
Level Three Use the bottom left-hand skull bomb.

Level Four Use the right hand side teleport.

Level Five (Code – KAKAS) Hidden gem is on the far left, second bottom row. Set off a bottom row skull bomb to the right first, and leave the skull bomb above the gem 'til last.

Level Six Set off a bottom row skull bomb, then quickly travel anti-clockwise and collect the gem.

Level Seven Collect gems, use right hand joystick then the left-hand side joystick twice to collect other gems.

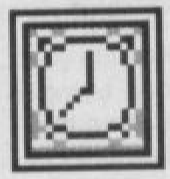


Level Nine Don't use the teleport. Use the right hand clocks to increase time. Use skull bomb, but not joystick, to blow up wall and get gems.

Level Ten (Code – EGRET) The joystick to blow a space to the gems is hidden at the top right hand corner.

Level Eleven Hidden gems:

- Second right, middle bottom row.
- Between group of three skulls on bottom left.
- Far left above skulls, bottom row.



- Next to clock and skulls, top right.
- Next to single skull, mid-screen.

Level Twelve Leave middle top skull well alone.

Level Fourteen A real pig! Gather all the Humphries together and move them as if they were a single Humphrey.



Level Fifteen (Code – YA'MA) Use the far left teleport to get the top lot of gems, after using the fourth from right teleport to get the bottom lot of gems.

Level Eighteen Use joystick, then bottom-right teleport. Use middle bottom joysticks, followed by bottom joysticks, then the top left joystick and collect gems with top Humphrey.

Level Twenty (Code – ZYMIC) Hidden gems:

- Third from right, top row.
- Third from left, third row down.
- Third from right, third row up.

Level Twenty-two Use bottom-left teleport, then top left teleport. Collect gem and use right hand side joystick.

Level twenty-three Use middle joystick for bottom-right gems, top joystick for top right gems. Use bottom teleport for bottom-left gems and middle teleport for middle joystick to get middle gems.



Level Twenty-four Hidden gems:

- Five across, six down
- Seven from left, bottom row
- Five from left, bottom row
- Five from left, three up
- Top left-hand corner

Level Twenty-five (Code – ULCER) Middle joystick to get to bottom gem, teleport to get to bottom-right gems. Top right joystick, one down gets the top left gem. Top right joystick, left-hand side gets middle gem.

Level Twenty-six Try to get the Humphreys together.

Level Thirty (Code – WOLF) Set off a bottom row bomb and then shift!



Cheers, Jon!

THE YS CLINIC WITH DR HUGO Z HACKENBUSH



Got a gamesnag? See a specialist!

Ah, home sweet home. If only I had one. But as the Hackenbush finances are once more depleted by landlords and collection agents, it's another night on the old Clinic desk. I don't seem to have a pillow. Nurse! Fetch me a nice fat case history. Oh, hallo. I didn't see you come in, which is more than can be said for my landlord when I tried the same trick. Well, let's get started.

STREAKER

Snag solution suppliers seem to be getting increasingly thin on the ground. Or should that be, decreasingly thin on the ground? An interesting lexicographical question. While I ponder it, here's Mat Beal with the answer to a Clinician's clothing problem. 'If you go right from the first screen, you'll be in the Mayor's House. Go right again and you'll be in the changing room for the sauna, and on the right-hand side of the lockers is a bathing towel which you can wear. You might not notice it – I thought it was the lockers' shadow at first – but it's definitely there. Actually, I can't get any further than Kevin Dunsmuir either. But I hope that helps a bit.' Disgraceful. But in the absence of any further help, well done.

LUNAR JETMAN

Ah, how I remember the debates and fist-fights over whether the trailer in this game really existed. But Kelly Ashford has a more pressing problem. 'No matter how hard I try, I just can't get the lunar rover to the base in time to stop the missile launch. By the time I've filled in the potholes, it's too late.' Ah, luckily for Kelly, I also remember the clever way to circumvent this problem. The teleporters are the key to success in this game – drive up to the one furthest away from the base and wait until the missile is launched. Then jump out of the rover and teleport. Wait until the missile flies overhead then shoot it from behind. But is it cricket?

REBELSTAR

'First of all, thanks for publishing a version of this classic game that refuses to work on any of my Speccies.' A harsh opening salvo there, Philip Bendix, and I'd be inclined to drop your letter in the wastepaper basket if it weren't for the fact you're right. However, I believe the problem is cleared up elsewhere in the magazine, so I can return to the snag in hand. 'Luckily a friend of mine bought it when it first came out, and I've borrowed her copy. Now the thing is, how do you get past the horribly vigilant robot guards? They keep me pinned down whatever I try.' Now it's lucky the Hackenbush files go back as far as they do. Enter stage left, circa 1987, David Wilson, who's quite probably a grandfather by now. '*Deare Sirre* –' Ha ha! An amusing typographical effect there, Mr Printer. But I digress. 'The key to surviving in *Rebelstar* is to regard your raiders as two teams. Team A, at the top of the map, should not do anything at first. Team B, at the bottom, should rush in and wait for the operatives to congregate around them. Then, while they bear the brunt of a huge defensive push, Team A should run in, across the top and down into the central computer room without stopping. They will encounter little, if any, resistance.' Yes yes Wilson, but the question remains – are you the man responsible for 'Hold My Hand Tightly (Very Tightly)'?

CJ'S ELEPHANT ANTICS

A timely reply to Darren M from the interestingly-abbreviated BJ Kenny. 'To stop the volcanoes erupting, just keep throwing bombs at them both, and after about three hours of this they should stop.' Yes yes Kenny, but the question remains – what do your friends call you? B?

AU SECOURS

J Vigurs: 'In *Last Ninja 2*, how do you leave Level Five's fan room?'

And now folks, a plea from the heart. You don't want to force old Hackenbush to reinstate Drizzly as a valid Clinic topic, do you? So send in your snags and tips to me today, care of the usual YS address. Enclose Secret Word Number Four – an eight-letter D-word meaning a Central Asian wild ass, rather like a mule – and you could also win a minor prize. Now go, and let me catch my forty winks. Nurse! Wake me if the landlord appears.

THE TRAP DOOR

This is one of those games that always pops up in Dr Hugo Z Hackenbush's Clinic, and this handful of tips from Robert 'Yo Chickens Read YS' Lavery is especially for those of you who are still stuck.

Can of Worms
You need the can and three worms. Place the can at the side of the trap door and open the trap door. The worms will wriggle out, catch three of them. Watch out for Drutt, he likes eating worms. Once all your three worms are safe in the can, place it on the dumbwaiter and send it up. You will now collect the bonus points from 'im upstairs.

Fried Eggies
Release the large birdie from the trap door. Tip out the waste-paper basket and get the small white bottle. Place it on the now-shut trap door and go and collect the frying pan. Place it near the cooker in the kitchen. Go to the trap door lever and wait for the bird to return from the kitchen. As it flies over the trap door open it and the bottle will fly up and hit the bird. Don't forget to close the trap door and save the bottle.

If you hit the bird correctly, its eyes will grow very large. Follow it as it flies into the kitchen and pick up the frying pan on your way. The bird will hover and look down at its feet. Stand directly under the bird with the pan facing you. The bird will lay an egg and you've got to catch it. Once you have a maximum of three eggs, go and put the pan on the cooker. Wait 'til it starts flashing red and white, then take it off. You will drop it cos of the heat. Leave it 'til it starts steaming then send it up to 'im upstairs. Open the trap door and wait for the bird to disappear.

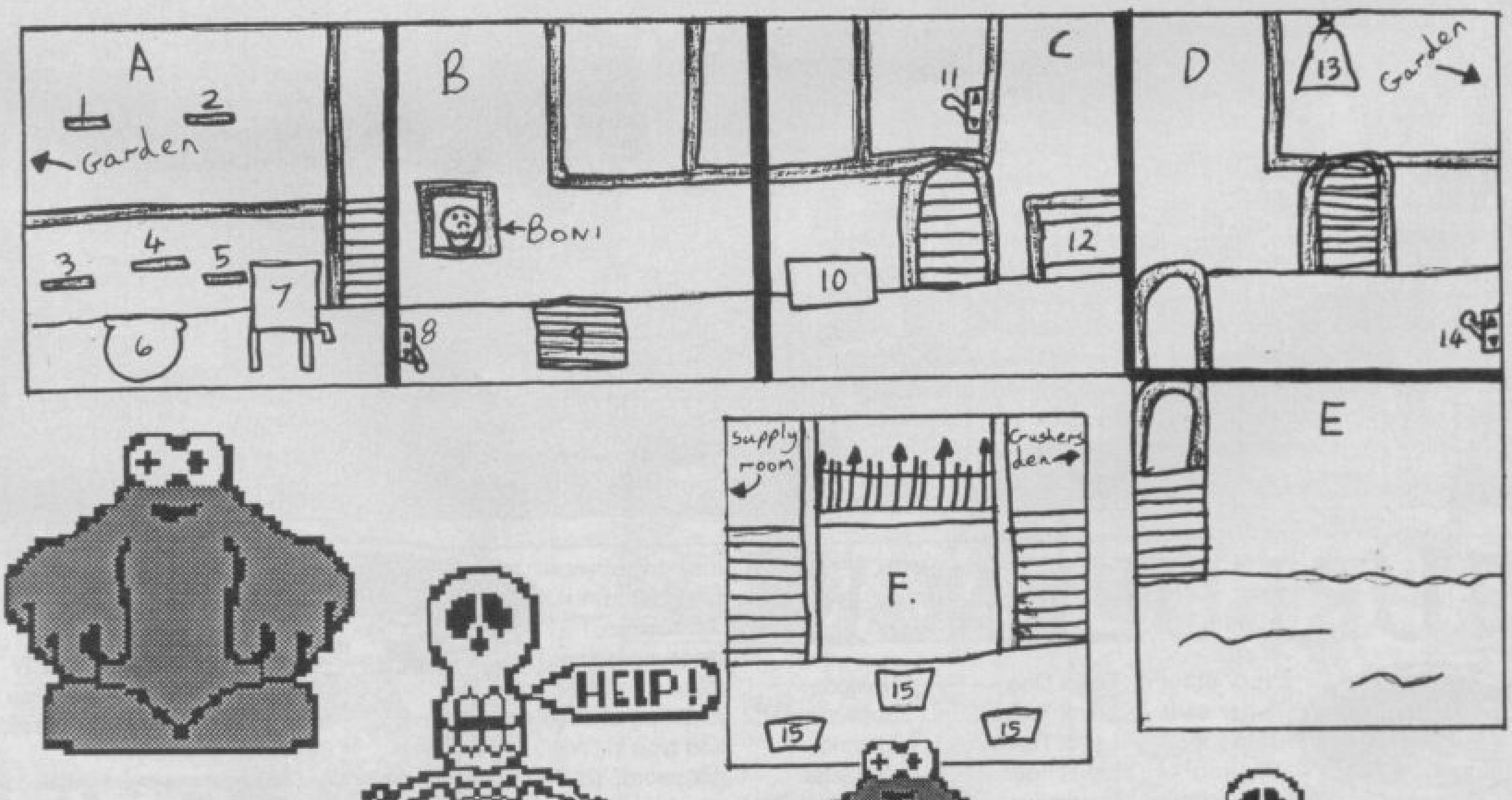
Eyeball Crush
Tip out the yellow cup and take the box of seeds into the garden. Tip it into one of the pots, one of the seeds will land in the pot and the others just behind it. Place one seed into each pot. After this, go back to the trap door to let out the jumping thing. Push the box with the tap on just under a ledge, then return to the garden. Wait for an eyeball to fall from a plant, pick it up and put it in the box with the tap on. To do this you need to climb up the stairs on to the ledge and stand directly over the box. If the box is in the right place you should be able to drop the eye straight into it. For maximum points do this with each eye. Once you've done this watch where the jumping monster lands and push the box on to that very point. Hurry and get the large bottle and place it under the box's tap. Wait for the jumping thing to leap into the centre of the box. It will jump on to the eyeballs, squishing them. This liquid will appear in the bottle. Send it upstairs for lots of points.

Boiled Slimies
Go to the Goop Pit. Collect three of the little pairs of eyes. Place them in a large pot using the same technique as you did with the box in Eyeball Crush. You now have to release the big green wheelie monster. Push the pot full of slimies by the dumbwaiter. Stand by the pot 'til the monster tries to zap you. Push the pot in his way and his zapper will fry the slimies. Give the pot a good shove into the dumbwaiter and send it up.

A few extras
- Don't drop eggs – they tend to break in a clattery sort of way.
- Don't stand about when the jumping thing is around. It could flatten you into a very flat thing.
- If you want to get rid of Drutt then put the empty seed box on the trap door and lure Drutt on. Now flip them up and, with a bit of luck, Drutt will land in the box.

KEY
A Supply room
B Trap Door room
C Kitchen
D Crusher's den
E Goop Pit
F Garden

1 Bin containing small bottle
2 Yellow cup containing seeds
3 Bottle
4 Can
5 Frying pan
6 Large pot
7 Box with tap on
8 Trap door lever
9 Cooker
10 Dumbwaiter lever
12 Dumbwaiter
13 Weight
14 Weight lever
15 Plant pot
16 Red herring



PRACTICAL POKES

More merry cheatery-POKEry from the man with the plastic daffodil, JON NORTH. Hurrah, eh?

March, eh? A month of flowers and leaves and bunnies. This month's PP is dedicated to bunnies, for no particular reason other than Norris McWhirter was reputed to have had one.

THING BOUNCES BACK

Steve Forster is the author if this rather nifty little routine which gives – spook! – infy lives. *(Surprise surprise. Ed)*

```
10 REM Thing 2 by Steve Forster
20 FOR F=3E4 TO 30015
30 READ A: POKE F,A: NEXT F
40 RANDOMIZE USR 3E4
50 FOR F=49851 TO 49858
60 READ A: POKE F,A: NEXT F
70 POKE 54967,194
80 RANDOMIZE USR 54912
90 DATA 221,33,75,214,17
100 DATA 101,1,62,255,55
110 DATA 205,86,5,48,241
120 DATA 201,205,187,214
130 DATA 175,50,199,176,201
```

STAR WARS

Hacker of the Month is Julia (who doesn't have a surname) (or maybe I just forgot it) from Carshalton, who has successfully cracked the apparently 100% hackproof protection system *Haxpoclock* on Domark's oldie *Star Wars* to stick infy lives into it.

```
10 REM Star Wars by Julia
20 REM If this is 100% hackproof
30 REM then I'm a gerbil
40 CLEAR 29E3: LET T=0
50 FOR F=3E4 TO 30305
60 READ A: POKE F,A
70 LET T=T+(F-29990)
A: NEXT F
80 IF T<>6201289 THEN STOP
90 RANDOMIZE USR 3E4
100 DATA 221,33,203,253,17
110 DATA 213,2,62,255,55
120 DATA 205,86,5,48,241
130 DATA 33,208,254,6,240
140 DATA 126,238,8,119,35
150 DATA 16,249,33,190,255
160 DATA 34,130,255,62,120
170 DATA 50,133,255,33,223
180 DATA 117,17,112,89,1
190 DATA 81,0,237,176,30
200 DATA 231,14,53,237,176
210 DATA 33,118,117,34,135
220 DATA 255,33,229,0,34
230 DATA 192,255,195,187,255
240 DATA 122,179,194,208,254
250 DATA 221,37,30,53,62
260 DATA 135,50,135,255,195
270 DATA 208,254,122,179,194
280 DATA 208,254,221,36,30
290 DATA 38,62,152,50,135
300 DATA 255,195,208,254,122
310 DATA 179,194,208,254,221
320 DATA 37,30,81,62,169
330 DATA 50,135,255,195,208
340 DATA 254,122,179,194,208
350 DATA 254,221,36,62,187
360 DATA 50,135,255,17,111
370 DATA 252,195,208,254,194
380 DATA 208,254,62,208,50
390 DATA 135,255,62,254,50
400 DATA 136,255,62,112,50
410 DATA 190,255,62,89,50
420 DATA 191,255,50,133,255
430 DATA 195,218,254,53,95
440 DATA 49,16,13,11,23
450 DATA 62,201,50,139,254
460 DATA 33,120,254,34,190
470 DATA 255,49,123,89,205
480 DATA 120,254,175,50,139
490 DATA 254,33,155,254,17
500 DATA 40,90,1,15,0
510 DATA 237,176,235,54,238
520 DATA 35,113,35,235,14
530 DATA 19,62,222,237,176
540 DATA 205,175,89,17,64
550 DATA 90,62,234,205,175
560 DATA 89,175,50,212,176
570 DATA 195,223,255,33,12
580 DATA 90,50,23,90,14
590 DATA 13,237,176,1,110
600 DATA 25,205,40,90,24
610 DATA 38,14,85,205,249
620 DATA 89,14,35,205,249
630 DATA 89,14,125,205,249
640 DATA 89,1,157,136,229
650 DATA 33,56,90,126,238
660 DATA 7,119,35,35,35
670 DATA 126,238,174,119,225
680 DATA 195,54,90,18,221
690 DATA 35,253,35,19,43
700 DATA 11,120,177,32,0
710 DATA 201
```

SUPER G-MAN

Dave the Cardboard Earphone has been a bit busy this month, only managing one routine (and a blissfully short one at that) for infy lives in old cheapie *G-Man*. I'm only printing this because *G-Man* sounds a bit like G-Mex, home to some of the best gigs in the country.

```
10 REM Super G-Man by Dave
the Cardboard Budgie
20 CLEAR 27980
30 LOAD ""CODE 16384
40 FOR F=23309 TO 23315
50 READ A: POKE F,A: NEXT F
60 RANDOMIZE USR 23296
70 DATA
175,50,50,126,195,96,109
```

THE TRAP DOOR

And finally, enter stage left Karen Matthews and Mel Whatwasyourothernameagain for infy time (makes a sort-of change, I s'pose) in this Don Priestly wanderama.

```
10 REM The Trap Door by Karen
Matthews and Munchkin Mel
20 LET T=0
30 FOR F=23296 TO 23454
40 READ A: POKE F,A
50 LET T=T+(F-23286)
A: NEXT F
60 IF T<>1681107 THEN STOP
70 RANDOMIZE USR 23296
80 DATA 221,33,203,92,17
90 DATA 130,2,62,255,55
100 DATA 205,86,5,48,241
110 DATA 221,33,77,95,33
120 DATA 171,93,17,0,80
130 DATA 1,18,0,237,176
140 DATA 235,54,16,35,54
150 DATA 236,35,54,201,33
160 DATA 189,93,17,118,200
170 DATA 1,118,27,205,0
180 DATA 80,49,151,99,229
190 DATA 33,217,93,54,195
200 DATA 35,54,70,35,54
210 DATA 91,225,195,194,93
220 DATA 17,0,75,229,197
230 DATA 33,221,93,1,13
240 DATA 0,237,176,235,54
250 DATA 16,35,54,241,35
260 DATA 54,201,193,225,17
270 DATA 154,99,205,0,75
280 DATA 175,50,242,93,205
290 DATA 236,93,62,195,50
300 DATA 157,254,33,128,91
310 DATA 34,158,254,195,232
320 DATA 253,53,95,49,16
330 DATA 13,11,23,62,195
340 DATA 50,202,254,33,148
350 DATA 91,34,203,254,33
360 DATA 205,83,17,107,50
370 DATA 195,164,254,49,151
380 DATA 99,62,201,50,84
390 DATA 172,195,205,254
```

Bagpuss gave a big yawn, and settled down to sleep. And when Bagpuss goes to sleep, all his friends go to sleep too. Here's a thought, though – why does no one ever go into Emily's shop? You'd have thought she would have gone bankrupt by now. Anyway, send your stuff for inclusion in the column, and your *Pokerama* requests (I can only do 48K tapes – but send a sae if you want them back) to me, Jolly Jon North, PP, YS, 30 Monmouth Street, Bath, Avon BA1 2BW, and I'll do what I can in the way of POKEing 'em. Right. Warp factor eight, and I'll see you in the Big Blue Scrolly.

TURBULENCE



Every other letter sent into the Tipshop this month has included the level codes for this nifty little puzzler. Robert Thornburrow was the first one out of the hat.

I have just completed your covergame *Turbulence*, here are the level codes...

Level One	No code
Level Two	Software
Level Three	Electric
Level Four	Codestar
Level Five	Gameover
Level Six	Mindbend
Level Seven	Triangle
Level Eight	November

Thanks for those, Robert. Billy Ramsay has been having a peek at *Turbulence* too.

While having a nosey around the code of your covergame, *Turbulence*, I discovered that there's a hidden game in it. Simply choose your controls and type in "WHO AM I" for the password. You will now be able to play *Thrash-Out* which is even harder than *Turbulence*.



Thanks, Billy. Jonathan actually mentioned the extra game and password in one of the captions. I knew nobody would believe it. You all thought it was one of those daft captions, didn't you?

CHIP CHIP!

Goodnight, Spec-chums everywhere. And before you nod off to dolly dreamland just consider this – "He thought he saw a banker's clerk descending from the bus / He looked again and saw it was a hippopotamus." Send all your maps, marbles, tips and cheats to me, Linda B at the YS Tipshop, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.



ERNIE THE PSYCHOTIC MADMAN
'AND THE VENGANCE OF THE BROTHERHOOD' BY PHIL
SOMEWHERE DEAD SECRET.....
BROTHERS, I HAVE CALLED YOU ALL FORTH FOR A REASON...
HI MOM
IT IS TIME WE ADVANCED IN THE ATTACK AND TOTAL EXTERMINATION OF THE HOME COMPUTER!
LAST MONTH'S, UM, SETBACK BY THIS PERSON SHALL NOT HAPPEN AGAIN!
WE MUST STRIKE NOW, AND STRIKE HARD!
WOOOF!
WHAM!
KRRRUMBLE!
ONLY THE SECRET ONE CAN HELP US NOW!
OH.
RAAAAGH!
BEHOLD! THE MIGHTY LETHARGIC PORCUPINE!!
I STILL THINK IT LOOKED MORE IMPRESSIVE IN THE BROCHURE
OH, SHUT YER YAP
ACME SPACE FILLER -100 TON
RAAAAGH!
GO NOW, O MIGHTY FRED! DESTROY THE INFIDEL HOME COMPUTERS, AND DON'T FORGET THE SPEC
BOOM!
BOOM!
LATER ON, DOWNTOWN...
BOOOM! BOOOM! BOOOM!
AAAA! IS THERE NO STOPPING THIS MONSTER?
SPECCYZ-R-US
SCUMMY CONSOLES LTD.
MEANWHILE, AT YOUR SINCLAIR H.Q.....
WE CANNOT HAVE THIS ANY LONGER! JON! GET THE PSYCHO PHONE!
LUDICROUSLY UNFUNNY OFFICE POSTER
YOU DON'T HAVE TO BE MAD TO WORK HERE - YOU HAVE TO BE UTTERLY INSANE.
WHAM!
I'M RIGHT ONTO IT L.B.!
THE ED.
YIP!
PSYCHO PHONE
ONE PHONECALL LATER...
ERNIE, WE NEED YOUR HELP, HOW ABOUT IT?
I'M ALREADY COVERED! GO AWAY OR I'LL KILL YOU!!!!
SOON....
HA-HA! TIME TO PERISH, YOU NASTY SPECTRUM PEOPLE, YOU! NYA-HA-HAAA!
AAA! WE'RE DOOMED! DOOMED I TELL YOU!
TIMESHARE!
BRRING BRING! BRRING BRING!
OH NO! IS THIS THE END FOR Y.S.? WILL ERNIE SAVE THE DAY? IT'S SO EXCITING THAT I NEED THE TOILET! (AIGH)

TO PROTECT AND SERVE
SPEC TEC JR

Got a problem? Get it solved! With NUMBER SIX

SPEC TEC



It's the question on everybody's lips - who is Number One? SIMON COOKE knows. (Go on, tell us, O you mite.) Oh, and he also explains 128K and SAM paging. (Yes yes, but who is Number One?)

Ha ha! I've done it! It's been an eventful month – apparently YS are now so desperate for my services that they've pulled out all the stops. Number Two has just tried this Decree Absolute thingy on me, so I took destiny firmly by the hand and emptied the contents of a couple of extra-strong sleeping tablets in to his glass of sherry. It worked a treat – within seconds he was out for the count. Only thing is, now that I've beaten him, I've got this strange short chap following me around. (Shoo, go on, shoo.) Ho hum. (Number Six walks off along a steel corridor and goes down a lift into a strange subterranean chamber.) Hello, what's this? There's a big sign saying 'Well come'. Never one to hang around outside a door, I'll plunge straight in...

What's going on in here? Looks like a control room for a rocket launch! Someone's at that control panel over there – and he's wearing a suspicious hood. Just what are the Ku Klux Klan doing in the Village? Oh, my mistake – he's got a massive number one painted on his back. Finally – the mystery solved. (Number Six turns Number One around.) Ha! You can't hide from me any more, Number One. Let's have that mask off. (Number Six whips off a succession of masks including a clay face, a gorilla, a blank face and a comedy Ronald Reagan.) Good heavens – it's me! Oh no, it's just a mirror. (Number Six reaches for the final mask as we suddenly stop for some technical nonsense about memory pages.)

SAM CRACKED!

SPECIAL INVESTIGATION SOLVED

THE SAM COUPÉ EXPOSED IN ALL ITS GLORY

Here's something that a fair few SAM owners have been waiting for – their paging system to be explained in full. So, if you haven't got a SAM, you can read something else for a little while, during which time I'll fill in the rest of the readers on the whys, hows and wherefores of the SAM Coupé paging system.

WHAT A BRAINY GUY BRUCEY IS

Fortunately for SAM owners, after the Speccy paging system, the SAM system is a doddle. Whereas Speccy owners have different bits doing all sorts of different things, and certain pages fixed in places on the memory map, on the SAM things are a little different. For one thing, you can have up to 4.5Mb to play with (which means a grand total of five different paging ports). SAM ports come in three different flavours – the Low memory paging ones, the High memory paging ones, and the Video memory paging ones. But first, a word from our sponsors...

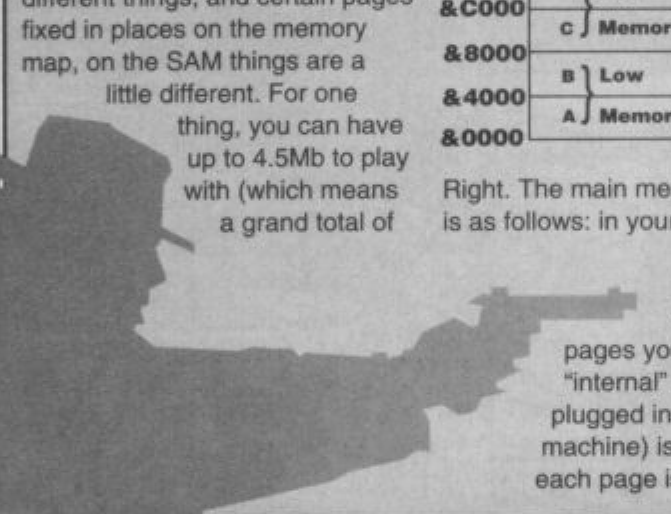


DOG FOOD? WHAT'S THIS GOT TO DO WITH DOG FOOD?

The SAM memory map is arranged in pretty much the same way as the Speccy 128 and +4 one. But in order to save on space (as it's full of info), I'll put all the different bits on one diagram.

Address	Section		
&FFFF			
	D	High	ROM 1
&C000			
	C	Memory	RAM
&8000			
	B	Low	RAM
&4000			
	A	Memory	ROM 0
&0000			

Right. The main memory system is as follows: in your basic SAM Coupé, the maximum number of pages you can have of "internal" memory (ie plugged inside your machine) is 32, or (as each page is 16K long) 512K. So sections A, B, C and D can have any page in them from 0 to 31. But by the nature of the paging system, whatever page you have in section A, the next page follows on in section B – ie if page 0 were in section A, then page 1 would be in section B. The same goes for sections C and D (except for external memory, which will be dealt with later). If you're wondering what happens if you have page 31 in sections A or C, then quite luckily, page 0 appears in the next section (B or D). This works in a way called "modulo arithmetic" – ie instead of taking the whole number when you divide something, you take the remainder instead. Remember that from pages 0 to 31 totals 32 pages – so 32 divided by 32 is remainder 0, and page 0 ends up in the next section. (Machine code people will know of a simpler way of describing this using counters but I like maths – okay?)

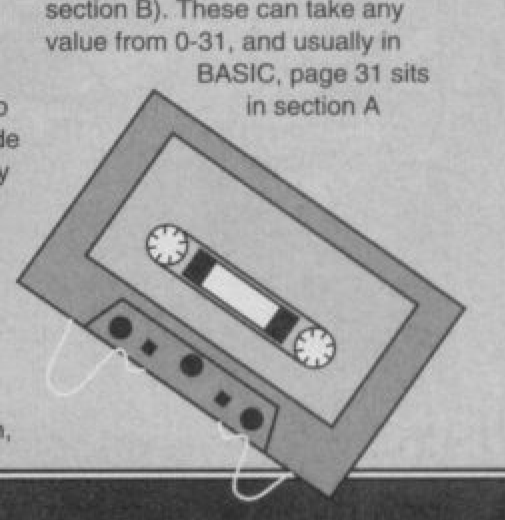


Now that the basics of the memory system have been explained, on to the ports themselves (and why that weird ROM arrangement occurs). And luckily, unlike the Speccy system, the paging ports are both read and write – so you can find out what these ports hold at any time you fancy.

DEM PORTS, DEM PORTS, DEM DRY PORTS

First off the bat is the LMPR, or Low Memory PoRt – &FA (or 250 for the unconvertible). This controls not only which memory pages stash themselves in memory section A and B, but also if the ROM pages are paged in as well, and where they go. It can also do a nifty trick that write-protects RAM page A – making an area of RAM appear to the processor as if it were ROM. Quite charming, really.

The bottom five bits (0-4) of the LMPR decide which page will sit in section A (and consequently in section B). These can take any value from 0-31, and usually in BASIC, page 31 sits in section A



(even on 256K machines, where it doesn't really exist) so that page 0 (the system variables page) can sit in section B. This is similar to all the other memory paging ports (with the exception of the extended memory ones). The bottom five bits of ALL these control which page is being pointed to: the top three vary.

Whether or not you have ROM 0 (the start-up ROM) in section A of the memory map is decided by bit 5 of LMPR. If bit 5 is reset, then the ROM is paged in. (But, I hear you cry, where does the section A RAM go? Fear not – the processor is merely fooled into not seeing it and you can easily retrieve it.) If bit 5 is set, then section A holds RAM (see, told you it wasn't lost).

Bit 6 controls ROM 1, and acts in the opposite way to ROM 0. When bit 6 is reset, RAM appears in section D of the memory map. When it's set, ROM 1 replaces the RAM in section D. The reason for bits 6 and 7 working in seemingly opposite ways is clear when you consider how the reset button works on the SAM. When you press reset, all the SAM's internal ports are set to zero. So what do you get if you set LMPR to zero? Pages 0 and 1 in section A+B, with ROM 0 (the start-up one) sitting over section A, and ROM 1 inactive. Hey presto – just what the doctor ordered!

Bit 7 is a spooky little guy. It controls the write-protect feature mentioned above. If bit 7 is set, then the RAM page in section A acts as if it is ROM – ie it can only be read, not written to. If it's reset, then section A can be written to. This is used in 48K Speccy emulator programs – usually, pages 5 and 6 are kept in section C and D, with pages 3 and 4 in section A and B. The Spectrum screen (MODE 1) is kept in section B (page 4), and a copy of the Spectrum ROM is kept write-protected in section A. The value for LMPR here is 163 – work this out for yourself as a little bit of a self test... Quick hint: 163 is %10100011 in binary.

I'LL TAKE THE HIGH ROAD

The High Memory PoRt (HMPR) is port &FB (251). This port tells the memory map which two pages sit in sections C and D. It also can do strange things to your colours in the hi-res mode (MODE 3). As I've said above, bits 0-4 decide which pages from 0-31 are in section C+D. Bit 7 decides on whether internal or external memory is paged into section C+D (bit 7 set – external memory, bit 7 reset – internal memory).

The external memory is controlled by ports &80 and &81 (128 and 129). Unusually, the ports control separate sections of memory – &80 controls section C, and &81 takes care of section D. This means the two sections are totally independent of each other, so you can have any external page that you want in 'em. The ports for external memory are identical – the bottom 6 bits decide which 16K page is in the appropriate map section, and the top two bits decide to which of the four possible 1MB external memory interfaces these pages belong. To all intents and purposes, this means that you have up to 256 external memory pages. (That's where the 4.5MB capacity comes from – 256x16K pages externally plus the 512K internal memory – you see, I don't just make up these figures as I go!) The only time you have to worry about which interface is which is when you've got more than one plugged in at a time – but that's all covered in the instructions for installing them. If you're in to accessing the Meg units from machine code, the first thing you should do is check how many units there are, and to what numbers they are set. From then on, it's plain sailing. (Oh yes it is.)

Bits 5 and 6 of the HMPR control which of four possible colour tables MODE 3 uses – 0 is the usual one (colours 0-3), but other colour sets (such as 4-7) are available. Just treat bits 5 and 6 as the top two bits of a four bit number, and this will give you the range from your sixteen available look-up table values that MODE 3 uses for colour.

ALL WE NEED IS... VIDEO GA-GA

Finally, the video system. The port address for the Video Memory PoRt is &FC (252). As per usual, the bottom 5 bits control which page the video system works with – but did you know that only certain values apply for certain MODEs? No? Well now you do!

For MODEs 1 and 2, any page can be specified – so you can page away to your heart's content. But MODEs 3 and 4 are a totally different kettle of fish. In these modes, it doesn't matter which page you ascribe to the VMPR, it will treat it as an even number – ie in MODEs 3 and 4, bit 0 of the page you specify always acts as if it is zero. Effectively this means that you'll always get an even page as the starting page for a MODE 3 or 4 screen, which is amazingly helpful. (Honest!)

Screens in MODE 3 and 4 lie over two consecutive pages (with a 8192 byte space at the end). *(Hurrah! Hilariously antiquated decimalists)* That's &2000 by the way. (Sounds of hilariously antiquated decimalists sobbing in to their cocoa.)

Screens in MODE 1 take up 6912 bytes starting at the beginning of the page. Screens in MODE 2 take up 12288 bytes (or &3000), but the arrangement's a bit different. The bitmap (the dot part of the picture) sits at the start of the page and is 6144 bytes long, but the attribute map (the colour part) sits 8192 bytes into the page. Yes folks, there's a 2K gap in the middle. Now this may seem rather loony, but there's a very good (but incredibly hardware-oriented) reason for it. Just remember that gap when you're addressing MODE 2 screens and you'll be fine and dandy. Oh, and by the way – you can use those 2048 spare bytes.

Bits 5 and 6 of the VMPR decide the screen MODE. Take bits 5 and 6 together as a two bit number. Now whatever value you get, add one to it. Hey presto – you now know which MODE you're after. Easy peasy.

Bit 7 controls the MIDI system directly – so if you want to squirt data down the MIDI cables or read it in y'self, feel free. But if it gives you splitting migraine headaches trying to get the timing right, don't blame me.

NOTES FOR PROGRAMMERS AND OTHER FISH

The entire SAM memory map is contended memory (you even get a little video contention in the border area of the screen – strange but true). So to get rid of this, bit 7 of port &FE controls whether or not the screen is switched on. When it's reset, the memory is uncontended (but the screen is off). When it's set, it's contended (and the screen is on). Easy. Other things to watch out for are the way that MODE 2 and MODE 1 contend the memory more than MODEs 3 and 4. This is a bit of a tradeoff really – smaller screen area for larger memory contention. But it can be handled. MODE 1 has the most contention of all, as Bruce Gordon designed the SAM to run slower in this mode – so helping the Speccy emulation by keeping the speed of it as close to the Speccy as possible. Hint time: try to make sure you keep track of what you're paging in and where – it can be a real pain to have a routine crash on you because you're paging the wrong page in the wrong place at the wrong time.

If you need to return to BASIC from a routine, store the stack pointer, and the contents of LMPR and VMPR, then put SAM back in interrupt mode 1. (The contents of HMPR don't matter.) Otherwise, you'll get a nasty crash, a blank screen (or COMET overwriting your program) or an even nastier crash respectively. Also, if you're going to have a PAUSE instruction immediately after your CALL, you'll have to re-enable interrupts, as the machine will hang (ie stop) while it waits for an interrupt. For any other command, BASIC will have time to get around to re-enabling interrupts for you.

WE'RE NOW COMING TO AN ABRUPT HALT

In conclusion, two things: a SAM trade secret, and a quick word of support. You know those screens that appear when you press reset? These are called reset screens *(No! Ed)* and this is how they're done. When you hold down reset all the ports are set to zero, so what d'you think happens to the VMPR? Correct, it is set to page 0, with MODE bits reset. (Pause while reader puzzles it out.) Oh, look; put a MODE 1 screen into section A of the memory map and reset. Ta-daa! NB: the palette colours are not altered in any way, so if you want a certain palette for your reset screen, you'll have to have the same colours in your program while it's running. For examples of reset screens, see my *Hot Butter*, *Entro 2*, or the *SCPDU 6 Ad* (you'll find them in PD libraries). Now the quick word of support: you may find this hard to believe, but paging is really incredibly easy. All you need is a bit of practice. I mean, look where it got me. *(Erm, writing about SAM paging at two in the morning on deadline day. Ed)* Oh, hush. Well, so much for the Coupé - turn the page for some 128 waffle.

128K CRACKED!

After last month's totally incomprehensible *(Oi! I understood it! Ed)* chunk of paging, *(So did I Jonathan)* here's the low-down *(I understood it as well, perfectly, in fact. Andy)* on the +3, +2A, +2B and SAM Coupé. *(Me too! Me too! Steve)* Yes, thank you, I think we get the idea. (Cough.) But before we start, a word about the terms 'set' and 'reset'. These refer to the state of a single bit in a byte. If the bit is set, it contains the value 1. If it's reset, it's 0. Bear this in mind, or you'll get incredibly stuck. *(This bit would have made sense had we not had to put the SAM parts first due to their enormous size. Magazines, eh? Ed)* Now. On to the point of this illustriously-designed page. Here's the lowdown on the similar-to-128K +3, +2A and +2B paging, starting with a hopefully familiar diagram.

&FFFF		65535
	RAM 0-7	
&C000		49152
	RAM 2	
&8000		32768
	RAM 5	
&4000		16384
	RAM 0-3	
&0000		0

The main difference here is that the ROM handler has not just one, not just two, not three, but four (yes, four!) ROMs to play with. This is because the +3, +2A and +2B have four ROMs inside them – the 128K Editor ROM, the 48K ROM, the BASIC Syntax ROM, and the DOS ROM. The last one is only useful if you've got a disk drive – but more on that later. By the way, seeing as these 128s are basically the same machine, I'll call them all the +4 to be awkward. So from now on, if you read +4, it's referring to the +3, +2A and +2B. *(Or not... oh, never mind. Ed)*

On the +4 group, the paging is similar, but spookily (and quite subtly) different. For instance, the port (&7FFD, or 32765 for you hilariously antiquated decimalists) that controls the main paging in the +2 and 128 (the 128 group) works in pretty much the same way on the +4 group – identically in fact. But (I hear you cry in the millions) in that case, how come there are four ROMs instead of just two? And how are they accessed? Well, here's where another port comes into play – which modifies the action of the first.



SO JUST WHAT IS THIS PORT THINGUMMYBOB ANYWAY?

The port that does all this ROM (and other things) jiggery-pokery is port &1FFD – or 8189 in decimal. *(Hurrah! Good old sensible numbers! Hilariously outdated decimalists)* Oh dear...

Chuck another Number Two on the fire, and revel briefly in the flames. Done that? Good. On with the show. Port &1FFD (or the PAGE MODE port as it shall from henceforth beknown) is a nice little thing. It can swap sections of memory around just like that, and is really a nice chap all round. Doesn't talk much, but then again, people would probably get pretty worried if an inanimate piece of hardware did. I mean, I was when my Coupé started yodelling...but that's another story. (Ahem.) The bits do their thang this way:

PORT &1FFD Bit	Function
0	Switches between ROM&RAM modes
1	Controls ROM/RAM Switches
2	Controls ROM/RAM Switches
3	Controls disk motor
4	Strobe control for parallel printer-active low

(Bits 5, 6 and 7 are not important – they don't do a thing.) Bits 3 and 4 are included here for your reference – it's handy to keep their values stored somewhere if you're using the +3 disk drive, or are printing something. Otherwise, you'll get some really crazy results. The only really useful bits here are bits 0, 1 and 2.

BIT 0 – FACT OR CHEESEBURGER?

Bit 0 handles whether or not you've got a ROM paged into section A of the memory map. If it's reset, you've got ROM paged in. If it's set, then you've got RAM sitting in that little slot. Depending on which one it is, the Speccy +4 follows two different rules:

ROM IN THE BOTTOM BITTY (BIT 0 IS RESET)

In this case, ports &1FFD and &7FFD (8189 and 32765) collaborate to decide which of the ROMs appears in the bottom bitty. To do this, bit 2 of port &1FFD becomes the high bit of a two bit number, and bit 4 of port &7FFD becomes the low bit. Basically what this means is that if bit 2 of &1FFD was 1, and bit 4 of &7FFD was 1 as well, you'd have the binary number %11, which in decimal is 3, and so you'd have ROM 3 in memory – the 48K BASIC one... Hmmm. Not too clear. Better have a snappily-drawn table, methinks.

Bit2 of &1FFD	Bit4 of &7FFD	ROM paged in
0	0	0-Editor
0	1	1-Syntax
1	0	2-DOS
1	1	3-48K

RAM ALL OVER THE PLACE (BIT 0 IS SET)

Devilishly, the +4 designers thought it would be a good idea if the machine could have the entire 64K of memory set up as RAM if needed – thus allowing new BASIC editor systems, CP/M emulation and a whole host of other features (including a thing called the *Ghost*, which emulated a truer-to-the-real-thing 48K Speccy for those having problems with compatibility). So when bit 0 of the paging mode port is set, the memory map is 100% RAM. Again, two bits add together to give a choice of four options – but this time using bits 1 and 2 of port &1FFD. These four paging options are listed below.

Bit 2	Bit 1	PAGING A	B	C	D
0	0	0	1	2	3
0	1	4	5	6	7
1	0	4	5	6	3
1	1	4	7	6	3

By the way, the A, B, C and D bit in the table indicate which page slots into which section of the memory map when that arrangement of bits occurs.

THE LIGHT AT THE END

So ends our journey through the lands of electric paging things. Only a couple of notes: if you still use BASIC on your +4, or you use the DOS routines, it's not too good an idea to use page 7 for anything much, as this page is used as a scratchpad (or buffer area) by those systems. Anything you store in there is likely to be overwritten. Though of course if you don't use either of those two chunks of ROM then you can use page 7 to your heart's content.

Also, for the DOS fiddlers amongst you, the +3 DOS routine DOS BOOT returns control to your program with the bootstrap routine loaded into the memory configuration of 4-7-6-3. (Just letting you know.)



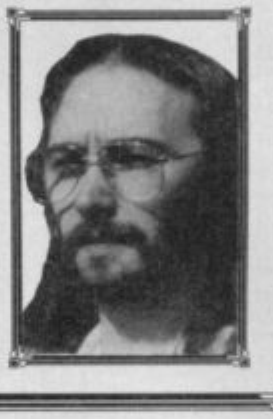
COOL IT-I'M BACK ON THE CASE

(Mask crashes to the floor, splintering symbolically. Number One looks up.) *Gosh darn it, I would have got away with it if it wasn't for your meddling detective work...* Andy! **You're** Number One? But why? *Well, heck, I do all the work around here but I never get the credit I deserve. So I built the Village using my previously untrumpeted architectural skills in order to imprison the YS crew until I was given an enormous mention in the mag. Oh, and to take over the world as well, but that was really by-the-by.* So all that stuff about finding out why I resigned was a clever ruse? *No, that was just a comment on society's inability to cope with the individual.* But now your secret's out, what will you do? *Go back to YS I suppose. Actually, if you want your job back, I think I can manage an extra five pages in full colour for you...* Very tempting. Erm, how about a pay rise? *Why not? I'll be making wads of cash from opening the Village up to the public anyway – sort of like a Disneyland tourist resort, except instead of lovable Mickey Mouse hosts there'll be massive killer Rovers. Ha ha! Right, I'm off to kidnap Dominik Diamond.* What? You do all the work on Gamesmaster as well? *No, I just think the man should be locked up. He never puts any Speccy or SAM stuff on his show.* So I'm free to go! *Well, yes, in a physical sense, but we're all prisoners of ourselves anyway, aren't we?* (Number Six casts off his badge and drives away. Big shot of his face zooming up and bars clanging together knocking off his glasses and pinching his nose quite badly.)

Phew. That was quite an adventure, as well as being all deep and meaningful. Back to normal next month (or as near as dammit), so send your queries, puzzles and posers to the man in the hat, Spec Tec Jr, Your Sinclair, 30 Monmouth St, Bath BA1 2BW. Ohhhhh... dem bones, dem bones, dem dry bones – hear the word of the Lord! *(Yeah! Ed)*



YS ADVENTURES



Direct from Norwich! It's tim for TIME KEMP! (Damnation.)

HIRED TO KILL

By: Tom Powell



New author ahoy! Tom Powell's his name, *Hired to Kill* is his game. The storyline of said game has it that an evil Baron is extorting large taxes from the poor peasants' pockets. No, it's not your job to biff his face, you've actually been hired to kill the King! He's on his way to Duchester (where the taxman is at work) to investigate the Baron. What you've got to do is sneak into the castle, hide, and wait 'til you get a chance to bump the King off. Now I don't mind a bit of regicide, so this early challenge was right up my cul-de-sac!

A little bit of RPG-style combat lurks beneath the surface, though it only manifests itself in fights where you have to remember to keep an eye on your hit points/strength – you know the sort of thing. It's not all slaughter and death though. You can make a few bob on the side by buying and selling goods, and you can talk to the natives, though I found very few of them willing to go further than the "hello" stage. Early on I found myself in all sorts of trouble, caught as I was without the necessary objects to do anything useful. Sadly, as there's not all that much in the way of friendly aid or helpful messages during the game, things tend to be a bit on the trial and error side.

There are four sub-plots that go to make up the whole quest, and they'll take a good bit of time to play through. Where the game scores highest is in the amount of problems you have to face. Loads of characters pop up, and there are lots of objects to manipulate too. On the minus side there's rather too much wandering to be done, along with having to deal with an out-of-control 'real-time' system that rather breaks up any 'flow' the game might otherwise 'have'. The parser is a bit archaic too, though that is part of the challenge of the game – trying to find the right words to manipulate the objects. Overall, not a bad effort but I'm sure there's better to come from Tom Powell.

TITLE: *Hired To Kill*
FROM: Tom Powell, The Deer Park, Ivy Leaf Hill, Bude, Cornwall EX23 9LD.
PRICE: £2.50 – cheques and POs payable to Tom Powell, overseas add 50p or £1.00 for airmail.

TEXT	■■■■■■□□□□
VALUE	■■■■■□□□□□
PERSONAL RATINGS	■■■■■□□□□□

NEWS

OUT OF THE SHADOWS

Venturesoft is the brainchild of Doctor Dark. The good Doctor's been an adventure activist for quite some time now – a few of you may know him from his tape fanzine *Adventure Link*. Well now he's branched out into the world of publishing and has put together three spiffy adventure compilations. They go under the following guises:

1) ***The GI Games Collection Volume One* (£4.00)** featuring *Mansion Quest*, *Pyramid*, *Castle Adventure* and *Desert Island*.
2) ***The GI Games Collection Volume Two* (£4.00)** featuring *The Energem Enigma*, *Quann Tulla*, *Mission X* and *The Extricator*.
3) ***The Gold Collection* (£5.00)** featuring *Hob's Hoard*, *Golden Sword* and *The Fisher King*.

Some good games there – in fact, just what the Doctor ordered. *(This man has no shame. Ed)* Send cheques and POs (payment in pounds sterling) to Venturesoft, 16 Montgomery Avenue, Beith, Ayrshire KA15 1EL

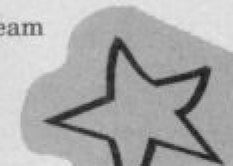
IMPACT

By: Laurence Creighton/Zenobi

The idea of a ten-mile-wide meteor smashing into the Earth is nothing new. There's actually one heading for Earth now (seriously!) which will be with us in about 135 years. There's a good chance that most of us won't be around to discover how close it comes to hitting Earth but, hey, why not while away a few hours pretending danger's at your doorstep by playing *Impact*?



This meteor (the one in the game, that is) must be deflected from the Earth's path, and all other attempts having failed, the only way to do that is for you to find out where a now-dead scientist hid his Repelling Beam Machine, or RBM. Find it and the Earth is saved, don't and it isn't.

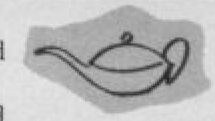


As with all Laurence Creighton *Quill*ed text-only games you'll find that there are more objects per square inch than in just about any other adventure around. There's action a-plenty too, and right from the start you'll find yourself in the thick of things. As your quest involves the search for the RBM you'll be surprised to see that a lot of the game takes place in a rural setting. There's a river to be crossed, ordinary roads to travel along and a pretty normal farmhouse to explore. The objects you unearth are all rather ordinary too. That's one problem with Laurence's games – you tend to find yourself in a setting that doesn't fit into the main theme of the game, with objects that also seem to have little use other than that for which they were designed. I mean, a meteorite is going to obliterate the Earth and all you seem to see are ordinary locations, objects and people. Of what possible use is a farmer's wife? How can a needle and a piece of cotton wool help save the planet? On the other hand, the beauty of Laurence's games lies in the fact that, once you work out what they do, all those ordinary things have extraordinary uses.

You'll experience the full gamut of adventure styles within this game. There's character interaction (TALK TO... works best) all manner of object manipulation and combinations (using the good old



VERB/NOUN convention) and some straightforward examining and searching to boot. A well-paced game, with several twists in the tale before you reach the end (that's either the end of the Earth or the end of the game). I have only two criticisms – you can't carry much around with you, and there are a few sudden death-type stoppages caused mainly by the character interaction, and that's a bit annoying to say the least.



TEXT	■■■■■□□□□□
VALUE	■■■■■■■■■□
PERSONAL RATINGS	■■■■■■■□□□

TITLE: *Impact*
FROM: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX
PRICE: £2.49 (tape) £3.49 (+3 Disk) cheques and POs payable to Zenobi Software, overseas add 50p or £1.00 for airmail.

TIM'S TOP TEN MAUVE-ELLOUS FILMS, SONGS, FOOD, ANIMALS, CLOTHING AND CARS AND THINGS

1. Whoopi Goldberg in The Color Purple.
2. Marvin Gaye's I Heard it Through the Grapevine.
3. The Village Purple's In the Navy (hang on, that's a bit blue actually).
4. Jimi Hendrix's Purple Haze.
5. Mauve Surprise Platter (made with plums, beetroot, broccoli and a dash of Essence of Mauve).
6. A cat (dyed mauve).
7. A nice mauve smock (gorgeous and thoroughly righteous).
8. Lucinda's mauve jeans (she's from Home and Away... okay, they are bordering on the purple, but what the heck).
9. A Cadillilac.
10. The colour yellow. No, hang on, mauve.



NEWS

THE GUILD GO PD CRAZY!

Tony Collins of The Guild has brought out some (well, quite a few actually) older Guild titles as PD games. What this means is that any of the following adventures are yours for the measly sum of a quid each! *Methyhel* (48K and 128K), *The Hermitage* (48K), *Theseus and the Minotaur, Teacher Trouble, Survival, The Guardian, The Last Believer, Alstrad, The Calling, Reality Hacker, Holiday to Remember, Use Your Loaf, Lost in the Desert* and finally *Castle Warlock*.

Send cheques and POs (payable to Glenda Collins) to The Guild, 760 Tyburn Road, Erdington, Birmingham B24 9NX

COUPON CORNER

It's that time of year again when Compass Software go mad and offer you, the lucky YS readers, the chance to buy two games for the price of one. It's called Pick 'n' Mix and what you do is pick one game for £1.50, then choose another game to go on the B-side of the tape for FREE. Yes, that's FREE (in dramatic capitals). You can choose from the following list...
The Anttilis Mission, Shadows of the Past, Invaders from Planet X, The Micro Mutant, The Blood of Bogmole, Zogan's Revenge, Deep Probe and *The Wizard's Skull*.

What a choice, eh? You could buy four games and have the other four for nowt. Hurrah!

To: Compass Software, 111 Mill Road, Cobholm Island, Gt Yarmouth, Norfolk NR31 0BB.

From:

Name..............................

....

Address..............................

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Postcode..............................

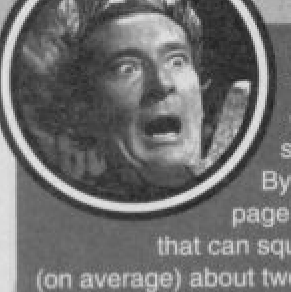
Here's a lovely cheque/PO to the value of £.......... Could you please send me the following games at the staggering price of £1.50 for two (tick boxes)...

- *The Anttilis Mission* ☐
- *Shadows of the Past* ☐
- *Invaders from Planet X* ☐
- *The Micro Mutant* ☐
- *The Blood of Bogmole* ☐
- *Zogan's Revenge* ☐
- *Deep Probe* ☐
- *The Wizard's Skull* ☐

Thanks ever so. Bye!

OOH, SO

Hello, all you happy people. If you've been following the adventures of our Pathetic Pablo Brother, you'll know that beyond BASIC there's always machine code. Enter, stage left, Ooh Sourcey! innocently clutching a pair of knickers and with an hilariously bewildered expression. The idea is to ask a whole load of programmers to explain their favourite routines, thus building up a library of useful programs and (at the same time, no less) teaching you about machine code itself. Now, this isn't a step-by-step floomit (word we just invented to describe really patronising course where you only get to type something in after six months), but rather an in-at-the-deep-end radical education sort of thing where we explain each month's routine, introducing new concepts each time and so, ever so subtly, teaching you about coding. (We hope.) And so! Without further ado, here's our first special guest star programmer... oh, hang on. It's Jonathan. Well, never mind.



Picture packing

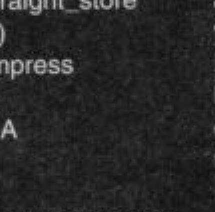
This month we're going to do a spot of screen compression. By the end of the next page you'll have a routine that can squash a screen down to (on average) about two-thirds its original size. Wowee, eh? But first, a quick word about the algorithm (or method) the program uses to squish pictures. It's very simple – it looks for three or more consecutive, similar bytes, and if it finds them, keeps counting until it reaches a different byte. It then stores the number of bytes found along with a 'control byte', and carries on. So, for example, a row of sixteen fours would be stored as (control byte) (four) (sixteen); a row of one hundred zeroes would be stored as (control byte) (zero) (one hundred). See? Easy, isn't it. Here's the program. Type it into your assembler. For those of you without such a utility, there will be a decimal listing coming up at the end.

```
; assemble to address 32768
                 DI
                 LD HL, from
                 LD DE, to
next_byte        PUSH HL
                 POP IX
                 CP control_byte
                 JR Z, compress
                 CP (IX+1)
                 JR NZ, straight_store
                 CP (IX+2)
                 JR Z, compress
straight_store   INC HL
check_finished   LD (DE), A
                 INC DE
                 LD A, H
                 CP screen_end_high
                 JR NZ, next_byte
                 EI
                 RET
compress         INC HL
                 LD C, A
                 LD A, control_byte
                 LD (DE), A
                 INC DE
                 LD A, C
                 LD (DE), A
                 LD B, 1
compare_loop     LD A, (HL)
                 CP C
                 JR NZ, store_number
                 INC HL
                 INC B
                 LD A, B
                 JR NZ, compare_loop
store_number     INC DE
                 LD A, B
                 JR check_finished
; add appropriate lines to set variables:
; from=16384
; to=49152
; control_byte=47
; screen_end_high=91
```

Don't panic!

Okay, so you're now running around shrieking in terror. A bit different to *Pablo*, isn't it? What you've just read (probably without making any sense of it) is assembly language. This is an intermediate stage between English and the blips and bloops that your Speccy understands. It's actually quite easy to follow, once you've got the trick. Let's take it stage by stage.

```
                 DI
                 LD HL, from
                 LD DE, to
check_next_byte  PUSH HL
                 POP IX
```



DI stands for disable interrupts. This stops the Speccy from reading the keyboard every fiftieth of a second, and so speeds up the program. HL and DE are register pairs. Think of 'em as machine code variables. There are six of these: HL, DE, BC, IX, IY and AF – made up of the single registers H, L, B, C, D, E, IXH, IXL, IYH, IYL, A and F. Don't worry – we'll get to them all in time! PUSH and POP use the stack but, as they kept saying in Airplane!, that's not important right now. All you need to know for now is that PUSH HL / POP IX is equivalent to LET IX=HL. For bemused peeps without assemblers, check_next_byte is a label. This identifies a bit of a program and makes it easier to read.

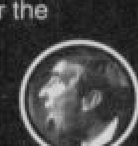
Leap! Leap!

```
                 CP control_byte
                 JR Z, compress
                 CP (IX+1)
                 JR NZ, straight_store
                 CP (IX+2)
                 JR Z, compress
straight_store   INC HL
check_finished   LD (DE), A
                 INC DE
```

CP stands for compare, and, erm, compares the value in the A register with the specified number (in this case, control_byte, or 47). If it's zero (yup, that's what the Z stands for) then the program jumps to the compress subroutine. By gumbo, there's that BASIC motif again. (Shoo, shoo.)

But let's go back to those register pairs – in particular the IX and IY ones. These are called index registers, and this means you can 'do' things to addresses indirectly. Next, we'll look at... ha! Just joshing. Indirect addressing is an extremely useful function – you see we compare A with the contents of IX+1 – but without affecting IX. To show just how amazingly useful this is, if we wanted to do the same thing with the HL register pair, we'd have to write INC HL / CP (HL) / DEC HL. A bit wasteful, eh?

So here we are, using the indirect addressing function to check for three bytes that are together and are the same. Try to work out why we have to check for the number 47 as well. Twigged yet? Well, as 47 is used as the control byte, we can't just store it on its own, as the decompressor will



come across it, think 'a-ha! The next two bytes mean something hugely important' when they don't, and we'll get in all sorts of trouble. The CP control_byte takes care of all that and makes sure nothing goes awry if 47 occurs 'naturally' in the screen. (By the way, we're using the number 47 because I like it.)

If we haven't found three bytes in a row, or the number 47, we go to straight_store. This just takes the byte in HL (the uncompressed screen data) and transfers it directly to DE (the compressed screen data). INC HL increases HL by one so we're pointing at the next bit of the screen in anticipation of looping round again. INC DE / LD (DE), A does the actual transferring – the brackets mean we're putting the value of A into the address pointed to by DE. To return to that naughty BASIC, it's equivalent to POKE DE, A.

URCEY!



Have you finished, mother?

Obviously, we have to draw the line somewhere otherwise our compressor will keep going for ever and ever. *(Obviously. Ed)* The Speccy screen starts at 16384 (or 0+256*64 as sort of explained in last month's Programming Launderette) and ends at 23295 (or 255+256*90). Ergo, the next address after the screen is 23296. Now, if HL=23296 then the L register will hold zero, and the H register will equal 91. (Because, yes, you guessed it, 0+256*91 equals 23296.) Bingo! We've got a way to check for the end of the screen.

```
                LD A, H
                CP screen_end_high
; H stands for high, y'see
                JR NZ, check_next_byte
                PUSH DE
                POP BC
                EI
                RET
```

EI switches the interrupts back on – otherwise the Speccy would never ever read the keyboard again (until you reset the computer) – and RET, erm, returns. To BASIC in this case, although of course it could be to another machine code program. Remember – the PUSH / POP combination is equivalent to LET regpair2=regpair1. Whenever you return to BASIC, you can read the BC register pair with LET a=USR routine, or PRINT USR routine, or whatever. We'll be using it to find out how efficient the compressor is, a bit later on.

The fair-to-middling tricky bit

It's been relatively simple up to now. *(Has it? Ed)* Yes, it has. Look, there's no use arguing about it. This next chunk calculates how many similar bytes are in a row. First, we'll store the control byte, and the value of the bytes to be squished.

```
compress        INC HL
                LD C, A
                LD A, control_byte
                LD (DE), A
                INC DE
                LD A, C
                LD (DE), A
```

Now, we'll do that calculation.

```
                LD B, 1
compare_loop    LD A, (HL)
                CP C
                JR NZ, store_number
                INC HL
                INC B
                JR NZ, compare_loop
store_number    INC DE
                LD A, B
                JR check_finished
```

B is used to count how many bytes there are in a row. The method we're using means our row can be, at maximum, 256 bytes long. You should be able to follow the logic here, except possibly for the INC B / JR NZ... bit. Each single register can hold a number from zero to 255. When it reaches 255, it loops around to zero again. So what we're craftily doing is waiting for the zero flag to be set by that looping B. Ha! It's so cunning, you could bake it in a plum pudding for some lucky child to find at Christmas time.



The final bit just transfers the value in B to the register A, then saves a fair bit of space by usurping the last part of straight_store for its own nefarious purposes. Cackle, or something.

Is your head reeling yet?

You've now got a fully-fledged screen compressor. Well, sort of. Add this spot of BASIC, and we'll be able to get things up and running, so to speak.

```
1 REM Ooh, Sourcey! screen compressor
10 POKE 23693, 7: BORDER 0: CLEAR 32767
20 LOAD "comp.c" CODE: REM compressor code
30 PRINT "Load screen to be compressed": LOAD "" SCREEN$
40 LET oldlen=6912: REM length of screen
50 LET endaddr=USR 32768: LET newlen=endaddr-49152
60 PRINT "OK" ' ' "Crunched "; newlen; " bytes" ' ' "Efficiency: "; 100-(INT (100*(newlen/oldlen))); "%"
70 INPUT "Filename "; a$: SAVE a$ CODE 49152, newlen
80 STOP
100 SAVE "Compressor" LINE 10: SAVE "comp.c" CODE 32768, 62
```

And there you go. GOTO 100 to SAVE the compressor, then try it out on a few ordinary, common-or-garden screens. Pretty snazzy, eh? Except you can't expand the compressed screens again yet. Tch.

Carry on coding

Haven't got an assembler? Fear not! Just type in this all-purpose Decimal Loader, (RUN 9998 to SAVE, as you'll need the whole thing next month) and you too can thrill to the novelty of packing your pictures then, after a bit, whine, 'So how do I get 'em back again?' Pah. Ingrates.

```
1 REM Ooh, Sourcey! decimal loader
10 CLEAR 32767
20 LET start=32768
30 LET L=100
40 FOR c=start to 9e9 STEP 8: RESTORE L: LET t=0: PRINT AT 0,0; "Reading from line ";L: FOR f=c TO c+7: READ b: IF b=999 THEN PRINT "All data OK": SAVE "comp.c" CODE start, f-start: STOP
50 POKE f, b: LET t=t+b: NEXT f: READ s: IF s<>t THEN PRINT "Checksum error at line ";L: BEEP 1,0: STOP
60 LET L=L+10: NEXT c
90 REM Ooh Sourcey! Part One – the compressor
100 DATA 243, 33, 0, 64, 17, 0, 192, 229, 778
110 DATA 221, 225, 221, 126, 0, 254, 47, 40, 1134
120 DATA 22, 221, 190, 1, 32, 5, 221, 190, 882
130 DATA 2, 40, 12, 35, 18, 19, 124, 254, 504
140 DATA 91, 32, 228, 213, 193, 251, 201, 35, 1244
150 DATA 79, 62, 47, 18, 19, 121, 18, 6, 370
160 DATA 1, 126, 185, 32, 4, 35, 4, 32, 419
170 DATA 248, 19, 120, 24, 223, 0, 0, 0, 634
180 DATA 999
9998 SAVE "Sourceload" LINE 9999: STOP
9999 POKE 23693, 7: BORDER 0: GOTO 0
```



Next time, we're going to tackle expanding your compressed screen. Expect lots of stack manipulation and logical algorithms that shouldn't work but do. (Oh what a giveaway.) Be here, or be in a comically compromising position with Hattie Jacques.

Thanks to Steve Anderson, who created Ooh, Sourcey! Contact Steve via the username cbs%uk.ac.pow.cc.genvax::sranders – not the one printed last month. Oh look, I've dropped one of my spools.

PUBLIC

'It's a game! It's a show! It's the Game Show Show!' But enough of these obscure quotes. Here's Jonathan with a bumper Christmas number of Public House at entirely the wrong time of year (the clot).

No sooner had the words 'lack of Brit software' tripped from my keyboard than I received a packed disk from Dominic Morris of Worcester. Phew, eh? Not only that, but there's also another jolly selection from the old European Demos box. Hurrah! (Good old 'hurrah' – always a good get-out if you can't think of a natty pay-off line.)

Magican
by Dominic Morris



Not one to break a chain or go back on years of tradition, Dominic has stolen the music from *Auf Wiedersehen Monty* to use in his demo. What is the fascination with this track? It never seems to fit with the demos I've seen it naughtily put on – it's too stately – but people pinch it anyway. Hang on, I'll just ask Russ Abbott, the popular family entertainer, why this should happen. (Pause.) Apparently, it's because *Monty* is very easy to hack. (Thanks, Russ.)

A jolly nice intro screen (why a dragon? Why a duck? But I digress) leads in to an incredibly corny dedication ('to my parents and friends for their neverending patience') before a gigantic logo bounces down from the top of the screen and (oh no!) the *Monty* music kicks off in the background. A quick stab at the SPACE bar and a massive attribute scrolly jerks its way across the screen saying, well, nothing much really. But! If you leave it running, a vertical scrolly suddenly zips in and starts contradicting the main message. Cue loads of schizophrenia jokes which, it has to be said, aren't that funny. *(They aren't that funny. Ed)* Thanks.

Part Two will go down in demo lore as one of those routines that seemed a good idea at the time. A double-height scrolly wavers across the screen (get that timing right!) while a succession of lines drifts out from the centre of the screen in an effort to appear 3D. Sadly, it doesn't work one iota. A random sample of passers-by agreed that the effect (and I quote) 'looks just like a load of lines really.' Oh well. If you hadn't guessed by now, *Magican* is crap. Dodgy effects (except for the vertical attribute scrolly), ripped music and a dull message – three strikes and it's out (or something).

30%



Scarier than a bucket of fish! More horrifying than that boiled sweet in your pocket! Staggeringly frightening all over! It's the blatant use of false suspense lines to fill caption boxes.



'Tootsie-fruitsie! Get-a your tootsie-fruitsie ice-cream! Hello-a Boss. You don't-a want to bet on Sun-Up.' 'Cheese it, tootsie-fruitsie. This is a YS caption, not A Day At The Races.'

Quark
by Dominic Morris



Unperturbed by the dismal mark awarded the dismal *Magican*, Dominic has come up with *Quark*. (Actually, and pretty obviously, he'd already written both before we ever saw them. But it sounds good, or something.) This new demo (actually, and pretty obviously etc etc) features more ripped music (a really fab echoey-whistley Tim Follin soundtrack that I can't quite place) but is actually rather good.

The obligatory large attribute scrolly is given a new twist by having four vertical 'uns at the same time as four horizontal 'uns, which is a complete nightmare to read but is jolly original, so plenty of brownie points there. Part Two introduces the Dom version of the infamous bouncing scrolly – here with a reflection and quite a nasty case of flicker. The text isn't terribly interesting and this part makes way for the next bit pretty smartish. (Hit that old SPACE bar.)

Well, hurrah. Part Three is spot-on. The timing problems have been worked out (no flicker here, matey) and the scrollies are actually quite readable (we're not talking major entertainment value, but they're okay). Also, the way they whirl around independently of each other is nice in a whoops-there-goes-breakfast sort of way. And, as before, you can return to the first part without hassle. (Not that it's worth it, but the sentiment is appreciated.) Far better than *Magican* and with at least one completely original effect, so worth looking out for.

56%

Chef's Mate
by Dominic Morris



It's a hard life being a BASIC rip-off of *Fast Food*. (Oh what a giveaway.) Cheerfully naughty in its depiction of the totteringly old Codies *Ms Pacman* rip-off (oh what another giveaway) *Chef's Mate* is the story of Dozy, the coincidentally-eggish chef's mate who has to recover the lost ingredients from the mousehole of doom. (Oh what a ludicrous plot.)

Okay. Being BASIC, you wouldn't expect *Chef's Mate* to be much cop, eh? Well, you'd be wrong. Sort of. Erm... Hang on a moment while I collect my thoughts. (Pause.) Right. *Chef* is an undistinguished maze game with no enemy but time as you wander around the place picking up the grub. The graphics are surprisingly big and colourful, unsurprisingly sluggish and jerky and suspiciously *Fast Food*-ish but we'll let that one by without comment. (Except that one of course... damnation.) Everything plods along, erm, undistinguishedly until you come to the end of a level. The idea is to race (okay, plod) back to the centre where a doorway has phantasmagorically appeared but, unless you've planned your route very cleverly, you won't have enough time to make it. Considering it's BASIC, and a rip-off etc etc etc, you wouldn't believe how hideously suspenseful *Chef's Mate* gets as your little egg (oops) dodders towards the exit, while in the corner the timer clicks down towards zero. Completely brilliant, heart-stopping stuff and far more enjoyable than *Fast Food* itself. (Oh what a giveaway.) *(Oh what an unscrupulous duplication of phrases to fill up space. Ed)*

72%



Caroline was a supremely entertaining woman. The smart set of London would fall over themselves to invite her to their parties, simply because she looked exactly like an egg.

HOUSE

Out of ZSL
by Tad

Remember that bit in YS ages ago about what various people did on leaving school? Well, Tad wrote this demo. (ZSL is the name of his school, y'see.) It's a 128K-only prog (a fact only discovered after several attempts to get the blighter to load in 48K mode) that comes in three parts. So, it's known as a three-part demo. (Oh, I know it's hopeless but how else can you describe the things?)

Part One features another oddly scary digitised picture of the programmer. (Why do Speccy digitisers make their subjects look so evil? Dig out your copy of January's YS and look at the Pentagram pics. Despite being friendly bunnies in real life, Rajsoft and Hacker Chris look like serial killers, and poor old BZYK strongly resembles my old games master. Spook!) There's another jiggling look-everybody-I-can-read-the-music-channels collection of lines (although for a change there's also a logo jumping in time to the tune) and an horrific



Brendan was prone to flashbacks. His gruelling tour of duty in Wolverhampton had left him with with severely injured trousers and an irrational fear of the colour blue.

circular scrolly. It's simply unreadable, as the text cycles over on itself before you can see what the letters are. Oops.

Part Two takes a while to get going, but the effect is worth it. Tad is another practical joker – this part looks very boring (as the scrolly admits) until, relenting at last, he starts up a spinning, bouncing wheel made up of bean bags. (Well, that's what they look like to me anyway.) Whenever the wheel hits the bottom or the side of the screen, the beanbags squash inwards realistically. It's really neat (as they say). Tragically, again the scrolly is more or less illegible – this time thanks to an outlined, shadowed font set against a black background. Oops. (Again.)

Part Three features a big picture of the ramshackle school itself, with the ZSL logo flitting up and down the screen, and a masked, jiggling scrolly, erm, scrolling along in a jiggly fashion. *(While being masked. Ed)*



You've guessed it – it's just about impossible to read (the vertical movement of the letters while scrolling makes your eyes hurt a lot). Once more, oops.

Out of ZSL is packed with funky effects and some pretty good music, but Tad has committed a capital offence in demo land by having unreadable scrollies. How can you enjoy tonnes of trivial wibble about school in far-off lands if you can't really see the letters? Tch. Makes me slightly irritable it does. (Fumette.) *('Fumette'? Ed)*

58%

MQM – the trilogy
by the MQM Team

Well, at least I know what the initials stand for (it's Mata Qjeta Music). But heaven only knows this coding team's country of origin. The title screens bandy about such places as 'BRNO' and 'CSFR' but wittily fail to tell what they mean. Why aren't there are any practical superheroes, eh? What we really need is for the window to crash open revealing the muscular figure of Geography Man, who in a single bound can tell me where the blithering heck these demos come from. (Hopeful pause.) Ah well.

MQM is yer basic music demo. No fancy graphics or effects, just a plain scrolly (in this unidentified language) and seventeen *Soundtracker* songs. To be honest, these aren't particularly interesting – the selection is mainly Amiga/ST/pop music stuff. But! There's one tremendous, stand-out piece of music in the pack. Yes, 'Casio Sound' is a truly amazing tune. Mata has sat down and converted the ghastly demo song you get with Casio electronic keyboards. Magnificent! (In a crap sort of way.)

MQM 2 – Hard Wedges into Head is a considerable improvement over the first release. Some impressive intro screens roll aside to reveal a well thought-out music selection screen, in which you can select the music *(No! Ed)*,



It's a crying shame you can't hear the actual tune. It's wonderful. So evocative. So powerful. Ohhh, it's just changed key! (Swoons.)



Blistering barnacles! What's the point of having a screenshot of a sample demo? What we need is a musical page. (Step this way, Professor Tommop.)

adjust the volume and fiddle around with the speed of a scroller. The songs themselves are better than those in *MQM* – it's still the same mix of 16-bit conversions and pop music, but to add variety, the Hard Wedge of the title makes an appearance in five different versions. And at least those eye-wrenching coloured bars have gone.

MQM 3 – Total Brain Storm is a milestone for Speccy music. The MQM Team have managed to get a sample on each of the 128K Speccy's three sound channels and the effect is, well, amazing. Sadly, the number of samples used is few, and the songs themselves aren't that impressive in composition (despite the technical achievement they don't sound as good as, say, Agent-X's *Hypersonic 2 Preview* track) but still, it's an incredible leap forward. Here's hoping the *Digital Soundtracker* (or whatever it's called) is released to the public at large. Oh, hang on, don't wander off yet – I haven't told you the most amazingly amazing thing about *MQM 3.* Y'see, unlike every other PD music demo in the universe, it has an option for 48K owners. Yes! You too can experience the flavour of the three-channel sampled songs using only the weedy Speccy speaker. Some of the timing is a little off with the drum samples, and overall the sound quality is rough, but it's thrilling to see someone still supporting the original and markedly AY-chip-less model.



Music demos are notoriously tricky things to rate – personally I like a little more action in my programs, and when all is said and done the songs aren't really up there with the likes of Pentagram's or ESI's. But for the sheer astonishment factor of *MQM 3*, the reasonably toe-tapping tunes of *MQM 2* and the bravado of 'Casio Sound' in *MQM*, I'm going to award this trio a whoppingly huge mark. Oh, and watch out for the dodgy language here and there. (For some reason, Atari comes off particularly badly in *MQM 2*.)

79%

Send a sae to **Rasputin PD, 6 Teanhurst Close, Lower Tean, Stoke-on-Trent, Staffs ST10 4NN** or **Prism PD, 13 Rodney Close, Bilton, Rugby CV22 7HJ** for details of what's available. Or! Contact **Dominic Morris** at **20 Greenhill Drive, Malvern, Worcs WR14 2BW**. BCNU!

REPLAY

And a personal hello to carpet-fitter Bernard Opportunity of Dalton! (He's the only one who ever reads this box, you know.)

Compilation

Smash 16

Codemasters/£14.99
☎ 0926 814132

Yikes! Just how am I supposed to set about reviewing sixteen Codemasters' games in around 600 words? Or 572, by now. Do I attempt to summarise each one in a couple of brief but uninformative sentences? Or do I talk about the compilation in general, throw in a few comments on the state of the software industry, and reminisce about days gone by when rubber keys were considered an innovation and Richard and David were but a glint in the milkman's eye? Or then again, how do my chances look of contriving enough 'ors' so that all but the conclusion of this review consists of ridiculous suggestions of how I might actually write it? Not high, it has to be said.



Wesley suffered from a strange condition known as textile claustrophobia. If his collar was too tight, he had a panic attack.



Warily, Magnus strode in to the dining room. Those mischevious parrots had caused him plenty of trouble in the past.

Whichever way I choose, the burning question on my mind is whether or not I actually have to load up all sixteen games, or whether I can just look at the (C64) screenshots on the back of the box and guess? I know what my morals tell me, but that wouldn't be fair on you. So...

(Some time later). Phew, I'm glad... *(Don't try that 'Some time later' business with me, Pelley. We know you. 'About thirty seconds later whilst you glanced at the packaging', more like it. Now give me that box and do it properly. Ed)* (A far longer time later than the passage of time conveyed between the previous two paragraphs.)

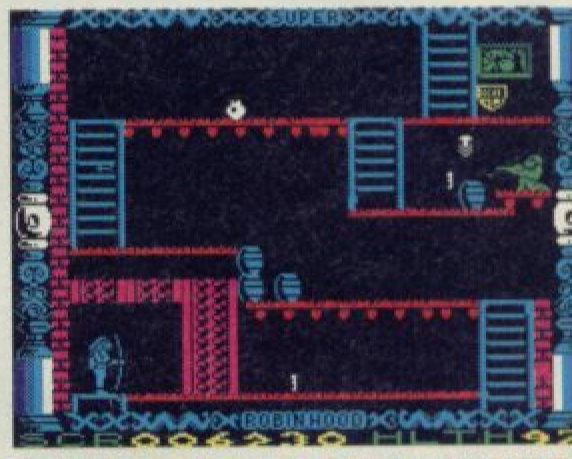


Phew, I'm really glad that's over. *Super Robin Hood* still plays well after all these years, and I was actually quite intrigued to see if I could still remember what to do on *Ghost Hunters*. I couldn't.



After considering the testimony of Doctor Froom's bald laboratory assistant Sneebs, I must say that I simply have to find in favour of the plaintiff.

Actually, you may well be wondering exactly what games you are getting for your money, and it's probably about here that I should tell you. In the straight one-directional shoot-'em-up department we have *Sky High Stuntman* (in a plane), *Terra Cognita* (in a spaceship), *KGB Super Spy* (in a helicopter) and *Arcade Flight Simulator* (in another plane).



The Civil War of 14 The Larches, Bolton was a bloodless affair. Brother fought against brother, but as both brothers carried plastic bow-and-arrow sets, it was all right in the end.

On the slightly more innovative side, but still carrying forth the shoot-'em-up torch, we have *SAS Combat* (a sort of *Comando/Ikari Warriors* walk-a-little-man-about-and-shoot-things affair), *Kami Kaze* where you have to pick off each baddy in turn and keep returning to your base, *Mig 29* providing some light relief in the form of a fly-a-plane-into-the-screen *Afterburner* clone, and *Operation Gunship*, which scrolls multi-directionally as you fly around attempting to rescue your men.



Then there are the arcade adventures – the aforementioned *Super Robin Hood* and the notably monochrome *Ghost Hunters*. Both games were around before the idea of an egg with legs as the main character had even been conceived. And in the miscellaneous section we have: *Super Hero* – a kind of obviously playing 3D isometric *Head Over Heels* clone, *Super G-Man* (a bit like *Jetpac*), *Guardian Angel* – a beat-'em-up (which was supposed to be *Freddy Hardest 2*, I think), *Frankenstein Jnr* (an almost-3D almost-arcade adventure), *3D Starfighter* and our very own Adam 'Globetrotter' Waring's *Ninja Massacre* – a cheap and nasty *Gauntlet* rip-off.



'Right, lad! Time for your PE exam. All you have to do is a couple of simple rolls. Oh, and avoid the hordes of walking dead.'



Ohmigod! Look, Hortense – just over there – it's that hunky Rich Pelley! Rich! Let us stroke your attractive hairstyle! (Swoon.)

And I'm afraid that in all fairness, cheap and nasty is the definitely the main theme of this compilation. Codemasters could have easily included sixteen, if not thirty-two, far better games from their back catalogue. But then again, they probably didn't want or need to; sixteen games for under a quid each seems quite appealing whatever their standard. And it's for this reason, and I would hope for this reason only, that I expect *Smash 16* will indeed be a smash. It's a bargain, whatever way you look at it.

Rich

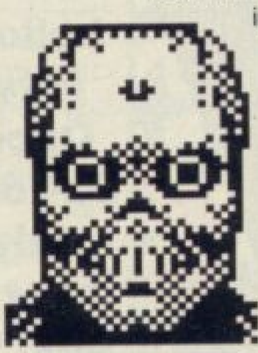


67%

Terminator 2

The Hit Squad/£3.99
☎ 061 832 6633

Just as Arnie's films have increased in expense and box-office takings over the years, so have his games increased in size to the extent that the last two weren't even 48K-compatible. And they almost got things right with *Total Recall* – obviously cos it was Arnie game they had to include a little man running around shooting things. But, with a maze of platforms to negotiate and objects to collect, the mindless violence of an Arnie film was at last woven successfully into a respectable and playable game.



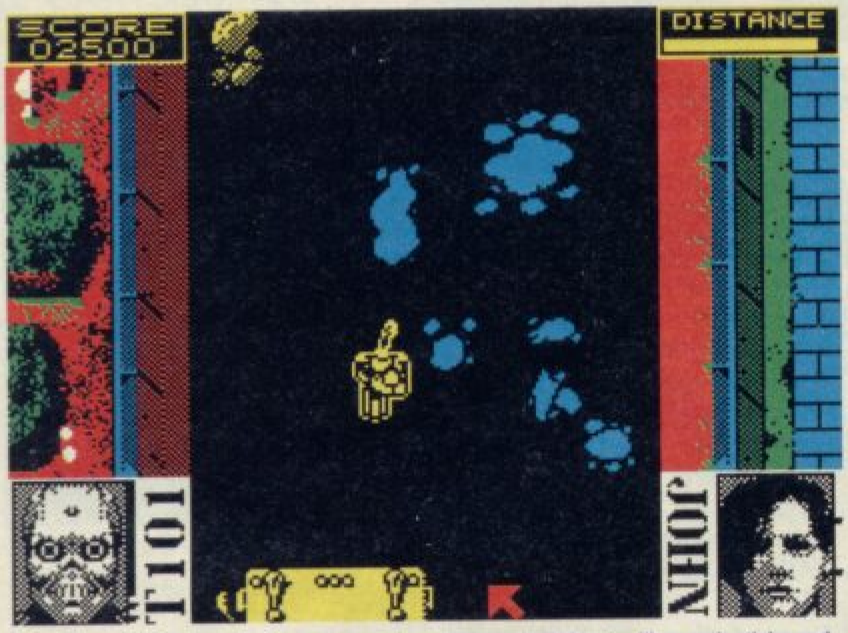
Not so with *Terminator 2*. As the film was full of special effects, it seems Ocean decided that they should also try to give their Speccy conversion a rather special look too. Level One is a head-to-head beat-'em-up with an Arnie sprite which looks and moves so much like Arnie. Those who are familiar with the film will delight as T1000's (the baddy's) arms metamorphosise into two spikes and try to stab you (just as they did in the film). Unfortunately, this beat-'em-up frenzy takes place at about 0.00001 mph rendering the entire level totally unplayable.

Then there's Level Two – a naff old *Spy Hunter* drive-your-bike-along-a-scrolling-road level. Level Three is the only highlight – another chance to have a go at a computerised version of one of those slidey puzzle games, rearranging Arnie's hand and Arnie's head. But two good levels out of seven doesn't really make much of a game. Ignore *T2* and put the money towards a copy of the video instead. **Rich**





You put your left foot in, your left foot out. In, out, in, out – you shake it all about. You do the hokey-cokey and you turn around and that's what it's all about. Ohh, the hokey-cokey, ohhh... etc.



Well, girls – take your pick! On the left we have the lovely T101 who likes crab sticks and fly-fishing. John prefers a quiet night in with some grated potato. Whom do you prefer?



46%

RBI 2 Baseball

The Hit Squad/£3.99
☎ 061 832 6633

Sports sims always tend to turn out quite well on the old Spec – until the advent of *Sensible Soccer* on the Amiga, *Match Day* on the Speccy was still the ultimate footy game, and has a multi-eventer anywhere ever surpassed *Daley's* (original) *Decathlon*?

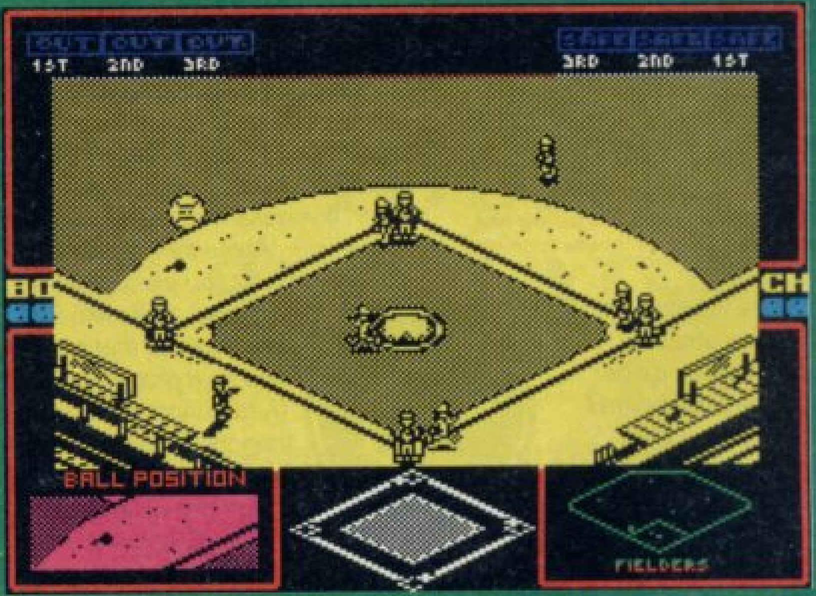
So what of *RBI 2*? I like it, because it captures the feel of the sport in that perfectly Spectrummy way which actually makes you glad that you are playing it on computer you could pick up at a car boot sale for the price of a packet of tea bags (as opposed to a £45 import cart on a Super Nintendo which you got in exchange for your granny).



My only niggle is that there's not quite enough to do. Batting is a simple case of waiting for the ball to be pitched, then moving your batter accordingly and swiping at the ball.

The ball is larger than your head (!) but still quite difficult (at first) to hit, and impossible to direct. Your men run and stop around the bases automatically – you can prompt men to run when the computer has decided that they shouldn't, but this is seldom so you tend to have to sit back and watch.

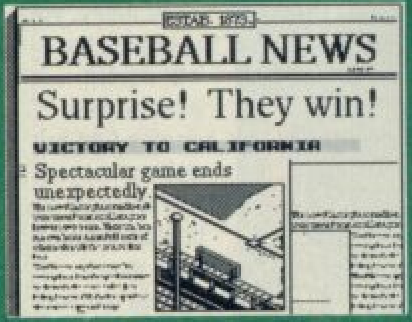
There's a bit more to do whilst fielding – you take control of the man nearest to the ball with a chance to dive for, or run after and return, each hit. You also have to take care of the pitching with a selection of slow, fast or curve balls at a touch of a key. And, well, that's it, really. Baseball on the Speccy for four quid. File under 'If you like.' **Rich**



The trampoline was the reason most people joined the New York City firefighters. On dry days when they weren't too busy, they used to take it in turns to jump about.



Brian the ball didn't like being a ball. In fact, he hated being a ball. He would rather have been a basin than a ball. At least basins were sometimes given Angel Delight. One of Brian's greatest regrets was that he had never tasted Angel Delight.



The day that Jorvik led his team to victory was indeed a great one. His mum cheered for 72 hours. She broke the world record which she had set two months earlier.



79%

The Shoe People

GBH Gold/£4.99
☎ 0742 753423

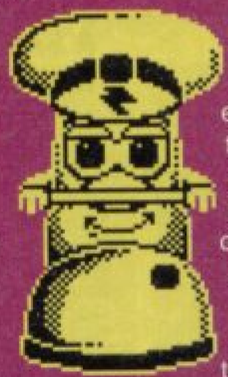
Apostrophes. They're a problem, aren't they, readers? Take the manual for *The Shoe People* for example. Filled with errors, it is - and most of them involving apostrophes. Education, eh? It's a marvel. (And yet the authors of the manual manage to spell correctly the fantastically obscure 'artefact'. It's a mystery.)

Five games (and a drawing program) go to make up *Shoe Peeps*. Cunningly designed to teach you about shape-recognition, spelling and maths





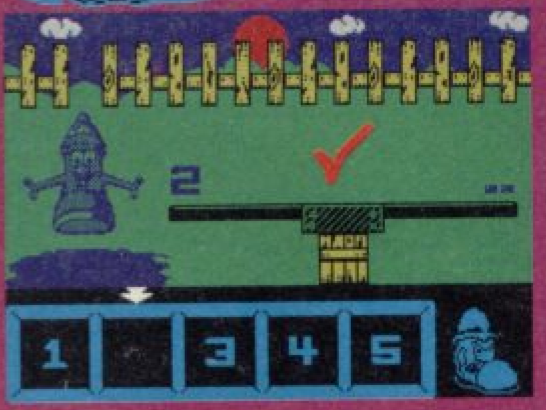
without you quite realising it, the games have a very high standard of graphics. Hurrah, eh? In the first game, *Trampy Visits his Friends*, you play the lovable, rascally down-and-out who has a cheery word for everyone (spot the lack of social realism). It's an all-sorts sort of game (of sorts) - you have to match shapes and spell words depending on which Shoe Person you want to visit. Good fun, but it drags on a little. *Sgt Major Sorts it Out* has you putting various coloured boxes on to various coloured shelves as dictated by a loony baby, and lacks variety. (When you've seen one box, you've seen 'em all.)



The Great Alphabet Robbery is brilliant. You have to solve anagrams to prevent Sneaker from making off with the alphabet. (It took me ages to realise 'pehse' was 'sheep' so that's the end of my junior school career.) Ha! Love it. The next game features Wellington (the chap from The Perishers) *(Erm, no it isn't. Ed)* who's jumping in a puddle. Lots of maths here, but fortunately no expressions in terms of 'n' which were always my problem. Finally (and best of all) there's *Charlies Big Day*. (Those apostrophes, eh?) You have to watch Charlie perform some feats of manual dexterity and stuff, then copy him. It's *Simon*, basically, and although it starts slowly, once you've got more than four tricks to keep track of things get incredibly hectic. (Far better than Triv for destroying disastrous parties anyway.)



On the flip-side of the tape (or the disk) is *Margot's Colouring Book*, a basic paint prog. You can draw loads of straight lines or colour in some pre-drawn pics. The latter option's the most impressive as they're all craftily designed to avoid colour clash. It's not that much of a grand finalé, but more of a gentle reintroduction to reality (or something of that ilk).



Why is that sun red? Smacks of an imminent supernova, that does. Let's consult famous astronomer Galileo for a professional opinion. Oh, he's dead.



Twas brillig, and the slithy toves did gyre and gimble in the wabe. All mimsy were the borogroves, and the mome rath outgrabe. *(No no. I said jabber on for a bit to fill the box, you fool. Ed)*



The Shoe People is a staggeringly good collection of educational games, with a so-so paint prog chucked in as well. The only prob I had was that the bits when you fail are as good (if not better) than the animations when you win. For example, when Charlie completes a trick he bows but when he fails, a huge bucket of water gets emptied over him. (Come on, which one would you rather see?) Apart from that, it's just about perfect. Roll on *Return of the Shoe People* (or *Revenge*, or whatever). **Jonathan**

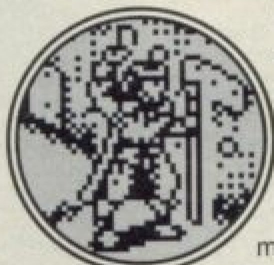


88%

Hero Quest

GBH Gold/£4.99
☎ 0742 753423

The random nature of the universe. It's a problem, isn't it, readers? Just when you think things are all hunky-dory, the flip of a celestial coin and you're hit by a falling tree while riding the escalator in WH Smith. *Hero Quest* is a similar experience, except without the tree, or the escalator, or indeed the popular high street shop.



In *Hero Quest*, you control a bunch of mythical heroes during an average fortnight's hacking and slaying. Some of 'em are really beefy, some can use magic, some cook a really ace dead rabbit, and so on. You have the choice of fourteen quests to undertake, involving things like rescuing knights, stealing gold, destroying the ultimate evil force in the universe, and so on. Monsters pitted against you include orcs, zombies and evil versions of yourselves. *(And so on, ho ho. Ed)* Everything takes place in dungeons, and you have to get out after succeeding in the quest of the day.

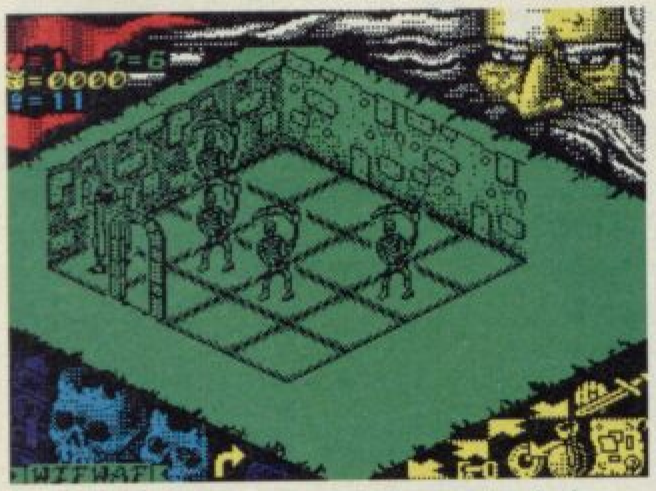
Well, that's *Hero Quest* in a nutshell, except for the important bits like gameplay and presentation. *(A mere bagatelle. Ed)* On the graphical front, it's pretty darn smart, with a sharp isometric 3D view and large sprites. Regarding gameplay, it's dismal. Miserable, in fact. Because, you see, everything relies on chance. The original *Hero Quest* (the board game) involved lots of dice and throwing of same – the Speccy conversion prints a load of random numbers, and you press fire to stop them. Wowee, eh? Never mind the scope for introducing real combat sequences involving, well, skill – just bash fire and hope the great luck goddess favours you with a decent number.



It's a bit sad really. Tasty presentation (the 128K has plenty of tunes as well), up to four players in a game, and a slew of tricky levels, all ruined by the reliance on little flashing digits. There are times when conversions can be too accurate.
Jonathan



'Yes yes, very good. We'll let you know. Next!' 'Erm, we're the Barbarian Horde Beat Combo, and we'd like to play our new number, 'Hey Everybody, Look at my Enormous Sword.' 'Thank you.' Alternatively: That one on the end looks just like Derek Smalls from Spinal Tap! (Second caption by Steve 'Lying' Anderson.)



For the benefit of people who thought the 'eye arrer' caption from *Street Fighter 2* was just some more nonsensical wibble, it is in fact the second part of the 'Suddenly, it's Folk Song' sketch from 'The Best of Sellers' double-cassette album (available on the EMI label).



40%



■ For Sale! Spectrum +3 boxed and in excellent condition with all leads, joystick, datacorder, Multiface, lots of mags, tips, programming books, over a hundred games on disk or tape and a tape stacker with room for 60 cassettes. All for just £175. **Phone Andrew on 021 308 3060.**

■ For Sale! Spectrum +3 with all leads and tape recorder. Plus storage box, user manual, 100s of mags, over £300 worth of tape and disk software, 20 blank disks and Multiface 3. All for £285. **Please call Ben on 0274 491177 after 2.30pm.**

■ For Sale! Spectrum 48K, Interface 1, Transform keyboard, two Microdrives and 28 cartridges, Centronics printer interface, *Tasword 2* and *3* and all leads and manulas. All this for £85. Plus! Interface 1 for £15. **Phone Leo on 0274 873593.**

■ For Sale! ZX printer – £20. It works, but it needs attention as it prints characters at double height. **Phone Terry on 0489 575319.**

■ For Sale! Spectrum +2A with two joysticks, Kempston Interface and manual. Plus! Over £300 worth of games (including *Midnight Resistance, World Class Rugby, Robocop 2, Carrier Command, Golden Axe, Shadow Warriors* and *Microprose Soccer*). Very good condition, worth at least £500, will sell for £190. **Call Stephen on 021 360 0562.**

■ For Sale! Spectrum 48K and tape recorder, plus ten games. Everything in very good condition and all for £55. It's a barg! **So phone 0202 512979 and ask for Lewis.**

■ For Sale! Spectrum +2 with over a hundred games. Good condition, £200 ono. **Call Darren on 081 942 5159.**

■ For Sale! Spectrum +2A with light pen, video digitizer and £100 worth of games (including *3D Construction Kit* and *UN Squadron*). Will sell for £200 ono. **Call Richard on Codnor, derbyshire 747485.**

■ For Sale! SAM Coupé with *Flash!* art package, *Defenders of the Earth* and some Spectrum games (including *Hard Drivin'* and *Strider*). £110 ono. **Phone Scott on 081 850 5129.**

■ For Sale! Spectrum +3 disk drive with Multiface 3, two joysticks, 91 games on disk, 65 games on tape, books and manual. All for £140. **Phone 0474 350152 after 6pm.**

■ For Sale! Multiprint – £15. Genius Mouse and *Artist 2* – £15. Light pen – £5. **Call 0429 871385.**

■ For Sale! Spectrum 48K in fully working order for just £40. I will throw in *Midnight Resistance, Cabal* and other top quality games – free! **Phone 0594 833858 weekends and ask for Alex.**

■ For Sale! SAM Coupé 256K with disk drive, joystick and games. As new – £160. Also! 46 Spectrum games (including *Batman The Movie, Carrier Command* and *Robocop*) – £25. Computer desk – £15. **Ring 0384 278053 and ask for Anthony.**

■ For Sale! Specdrum digital drum system with software – £10. Light gun – £6. Light pen with software – £7. Spectrum +2 with all leads – £60. 20 Speccy games – £20. All prices include postage. **Phone 0377 70556.**



■ Desperately needed! One Currah Microspeech Unit, must be in good/reasonable condition. **Contact Andrew on 0924 257065 after 7pm.**

■ Desperately seeking *Showjumping* (Alligata Software 1986). Also, any other horse racing programs (ie – form calculators, race/betting predictors etc.) 48K originals only. **Please help! Phone Linsey or Andrew on 0924 257065 after 7pm.**

■ I will swap *Rambo, Conquest, FA Cup, Frank Bruno* and *Shinobi* for *Double Dragon 2* and *Robocop 3*. **Call Ryan on 0248 600519.**

■ Former ST coder requires very good, reliable Spectrum 128 +2 contacts (preferably coders) to swap tips, code, games etc. I require some hardware. **Contact Martin on 0244 810847.**

■ Wanted! *Tasword 1* (48K). Will exchange for *Tasword 2* (128K) or buy. **Please call Thomas on 0604 863278.**

■ Wanted! *Target Renegade, Mercenary, R-Type* and *Fighter Bomber*. Will pay £10 each including postage. **Write to Petros Davakis, 12 Themistokleous St, 153 42 Athens, Greece. (Or call Athens 639 6759.)**

■ Desperately wanted! *Dungeon Master* by Crystal and Manic Miner. Will pay £6. 48K originals only. **Call Ronnie on 0738 20446.**

■ Wanted urgently! Issues 1 – 49 of Your Sinclair. Good prices paid (£1 per mag), more if complete with tapes. **Write to Paul Mayo at HQAFSE, BFPO 8.**

■ Wanted! *Hero Quest, Golden Axe* and *G-Loc* for *TMHT, Turbo Outrun* and *Robocop 2*. Boxed originals, one for one. For sale! *X-Out, Paperboy, Out Run, Operation Wolf, Double Dragon, Tracksuit Manager, Spy vs Spy* – all £2.50 each. Or, I'll swap five of them for *3D Construction Kit*. **Ring Craig on 0452 4414858.**

■ Wanted! Any Dizzy games except *Dizzy, Kwik Snax, Bubble Dizzy, Dizzy Down the Rapids* and *Block Dizzy*. I'll swap for games like *Slightly Magic* and *Batman 1* and *2*, or I'll buy them for a reasonable price. **Phone 0977 617235 after 4pm and ask for Lee.**

■ Madman will swop 2 Meg Atari STE with mono monitor for best Speccy offered. Speccy must have drive, display and tonnes of stuff. **Ring 039 85438 and ask for Alan.**

■ Wanted! *WWF Wrestlemania*. Will swap my *New Zealand Story, Target Renegade, Dragon Spirit, Out Run* plus £2. **Phone Rich on 0833 21374, weekdays after 6pm.**



What is it you want? The new Belly album? No can do. A SAM Coupé? You've come to the right place! Everything in the Speccyverse is right here.

■ Wanted! *Chase HQ 1* and *2*. Will swap my *Finders Keepers, Spellbound, Knight Tyme, Technocop* (one tape) or *Lotus Esprit* or *Chevy Chase*. **Call Chris on 0623 798102.**

■ Wanted! *Final Fight, Golden Axe* or *Altered Beast*. Will swap *Indiana Jones and the Last Crusade* or *Dragon Ninja* or *Kickboxing* or *Terror-Daktil 4D*. **Phone Grant on 0733 208099 weekdays only.**

■ Wanted! Any Multiface POKEs. **Call John on 0257 463352.**

■ Wanted! *Lords of Midnight, Swords of Bane, Rebelstar 1* and *Elite*. **Phone Graham on 0284 703961.**

■ Wanted urgently! Sega Megadrive. Will swap for Spectrum +2, two joysticks, 250 games and a light gun. **Ring 0962 865340 and ask for Bryn after 3pm.**

■ Wanted! Dot matrix printer for Spectrum and PC. The only thing is, it must take ordinary paper. **Call Marcus on Oxford 243422.**

■ Wanted! Printer for Spectrum +2. **Ring Matthew after 4pm on 0621 773111.**

■ Wanted! Robot Arm, possibly manufactured by Datel Electronics 2-3 years ago. Must be in good working order with full instructions and must be cheap. If you have one that you want to sell – **phone Matthew on 0203 468320 after 5pm on weekdays only.**

■ Desperately wanted! *Space Crusade* or *Robocop 3* for my *Bart vs The Space Mutants, DD2* and *Chase HQ*. First come, first served. **Phone Jonny on 0908 563523.**

■ Wanted urgently! *Alien Storm, Smash TV, Space Gun* and budget games such as *Rambo 3, Dragon Breed* and other shoot-'em-ups. Will swap my *Turtles, Sonic Boom* and *Delta Charge* plus some budget games which need swapping. **Phone Jules on 0636 626321.**

■ Wanted desperately! Good quality printer for the Spectrum +2A. Must be in London area. **Phone Daniel on 081 441 0594.**

■ Yo! Gimme Dizzy games for *Rodland* and many more of mine for one of yours. Big wows, wot an offer, don't be shy etc. **Call Giles on 0536 68278.**

■ The rather princely sum of five pounds will be given to anyone who can let me have a copy of *Laser Squad* that will run on a +2A. **Please ring 0204 77885 on Mondays 3-6pm. Ask for Jonathan.**

■ Wanted! Spectrum +2, any condition if case is okay. Cannot offer more than £20. **Ring 0704 79555.**

■ Wanted! *Elite* or *Starglider*. Will swap for *Lemmings*. Originals only. **Phone Mark on 0926 815682.**



■ IBM PC Spectrum emulator (shareware) runs most 48K/16K software including classics like *Jetpac* and *Manic Miner*. Any processor, supports HERC/CGA/EGA/UGA graphics cards. Only £2. **Contact Daniel Thomas on 0782 214396.**

■ For sale! £4 each – *Indiana Jones and the Last Crusade, Repton Mania, Pro BMX Sim.* £5 each – *Cartoon Collection, Robocop, Turtles, Castle Master*. **Call David on Glasgow 956 6774.**

■ +3 software for sale. *Leaderboard Par 3* – £5, *Supreme Challenge* – £6, or £10 for both. **Phone 081 313 9445 and ask for Pat.**

■ I will swap or sell 48K games at very reasonable prices. For example, *Robocop* and *Rick Dangerous* for only £2 each, and *Defenders of the Earth* for just £1.50. If you want to swap, then it's your list for mine. **Call Ralph on 091 273 0489 or 091 273 6606 during office hours.**



■ Calling all Diskettiers, 3.5", 5.25" and 3" (disk measurements, that is!) using +D/Disciple/Opus Discovery/+3/Beta disk and any others, please get in contact! Many new progs/demos/games need to be converted on to your drive – by you! **Details on 0994 230752 from Danny.**

■ Attention all D&D players! Referee is seeking anyone interestedin, or players for, a game through the post. **Contact Jon on 0752 851695.**

Important!

Will the young male from Norwich who answered Ben's reader ad and sent him *The Tolkein Trilogy* please phone Ben again cos you didn't send your name and address. Ben owes you the money for the game, but doesn't know where to send it! All he knows is that you're from Norwich!

Ben's phone number is 051 526 8566. Please call him.

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80 AUG ONo YS80
Holy haddock! YS goes Bat-bonkers with a rather super Batman special. Inside, Batman and Robin round up the bat games. On the tape – complete games of *Defenders of the Earth, Forbidden Planet* and *Logo*. Smashing!



81 SEPT ONo YS81
Popeye 3 Megapreviewed and *Sleepwalker* reviewed inside. On the tape you'll find complete games of *The Famous Five, Ant Attack, SAM Tetris* and *Block Dizzy*. Plus! *Match of the Day* demo and a PD demo.



82 OCT ONo YS82
Match of the Day and the *SAM Adventure System* reviewed. *Reckless Rufus* Megagamed. Full games of *Wriggler, Anttilis Mission, Mental Block* and *Z-Man* on t'tape. Plus! A PD utility and a SAM demo.



83 NOV ONo YS83
Full games of *NEXOR, Retarded Creatures and Caverns, Haunted House* and *Tetroid*. Inside there's tonnes and tonnes of Doctor Who stuff including a Megapreview of *Dr Who – Dalek Attack*. Exterminate!



84 DEC ONo YS84
On the tape – complete game of *The Light Corridor*. Plus! *Bored of the Rings Part One*, and playable demo of *Sergeant Seymour*. Inside there's a *Crystal Kingdom Dizzy* review and the first part of Steve's Programming Launderette.



85 Jan ONo YS85
With *Guardian 2*, the *ZIP BASIC Compiler, Shock* megademo and *Bored of the Rings Part Two* all on the tape. And! A free tape head cleaner. Inside: the Beyond Belief story and *Football Manager 3* reviewed.



86 Feb ONo YS86
Fun-filled tape includes the incredibly smart *Turbulence*, the final part of *Bored of the Rings* and a reader game called *Hexcellent*. Ace, eh? Inside there's a round-up of the year and *Robin Hood: Legend Quest* gets the once-over.



87 March ONo YS87
What a tape! It's got *Rebelstar, Soldier One* and *The Pathetic Pablo Bros*. Plus! A demo and a couple of utilities. Like, wow man! Inside you'll find *Nigel Mansell's World Championship* and *Street Fighter 2*. A fruity pear of an issue!

Please make all cheques payable to Future Publishing Ltd and send them to YS Back Issues, Future Publishing, FREEPOST, Somerton, Somerset TA11 7BR. Peachy swell!

THOSE CRAZY CROSSWORD CLUES!

ACROSS
1. The fastest mover in *Chaos*. (5)
4. When Santa had his awful caper. (4)
7. You can jump into one in *Ikari Warriors* and others (4)
9 & 12. The heroes of that smart Neo-Geo game, *Art Of Fighting* (3 & 6)
10. Not the nodes in *Nodes of Yesod*, the other one (3)
12. See 9 across (6)
13. The runny-jumpy hero of *Sacred Armour Of Antiriad* (3)

DOWN
1. Tree person in *Lord Of The Rings* (3)
2. Taito's *Space* ..... Smart coin-op (3)
3. *Deus* .. *Machina* (2)
5. Big and ugly final opponent in *HKM* (7)
6. US Gold's *Mega* ..... a recent compilation (6)
8. ... *Inferno*: arcade polygon flight sim (Hint!) (3)
10. Sagat's fellow Thailander in the original *Street Fighter* (4)
11. The first name of Joe Blade's absolute arch-enemy (4)

Thanks to Leigh Loveday for the crossword. Send your answers to: YS April Crossword, YS, 30 Monmouth Street, Bath, Avon, BA1 2BW. The winner gets some YS goodies!

SAM Centre

NEWS

Wuxtry! Wuxtry! Read all about it! Nothing whatsoever to report on the West Coast front! (Screams of disbelief from thousands of SAM owners, ho ho ho.) Well, here's some other news, anyway.

OUTLET MERGES WITH FRED MAGAZINE, DONATES IMPRESSIVE PRESENTATION

Outlet has merged with FRED magazine, donating its impressive presentation, said FRED owner Colin Macdonald this week.

PRODOS ADVENTURES NOW AVAILABLE

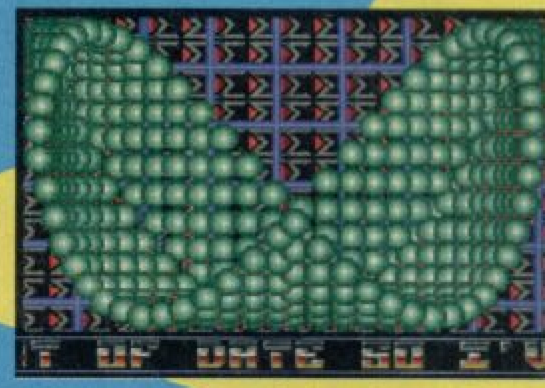
David Ledbury, of ZAT, SAM Prime et al, has released a dozen adventures designed to run under the Coupé CP/M emulator, *ProDOS*. After buying one game for £2.50, you can choose any of the rest at prices ranging from fifty pence to £1.20. David has also fortified his position as publisher of public domain programs – he is now licensed to distribute, among others, the Enceladus, CMS and Mike AJ disks. Details of both the adventures and the PD library are available from the not-uncommonly printed ZAT address.

SAM CENTRE SEES ERROR OF WAYS, REPORTS FRED-OUTLET MERGER IN NON-SILLY FASHION

Outlet, the troubled Coupé disk magazine, has been bought by the omnipresent FRED Publishing. As of issue thirty, FRED will start incorporating some of Outlet's features in to its own format. Expect to see the justifiably famous Outlet presentation fronting the normal FRED editorial, with high-quality graphics and a choice of text modes heading each section. Colin Macdonald of FRED was pleased with the move. 'There may be problems converting the FRED text format to this new layout, but that's for my editor to sort out, so I'm not really bothered,' said the emerging mogul mischievously.

THE SAM CENTRE VERY SERIOUS (EXCEPT FOR THE SLIGHTLY SILLY BIT AT THE END) INTERVIEW

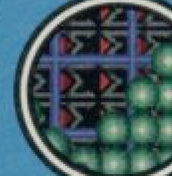
Robert Maxwell was one of the most influential business figures in the last century. Always the centre of controversy, he trusted many of his closest secrets to friend and confidant Simon Cooke, a powerful man who moved always in the highest social circles and who, coincidentally, has exactly the same name as our technical bod, which seems as good an excuse as any to interview Our Cookie. And here he comes now.

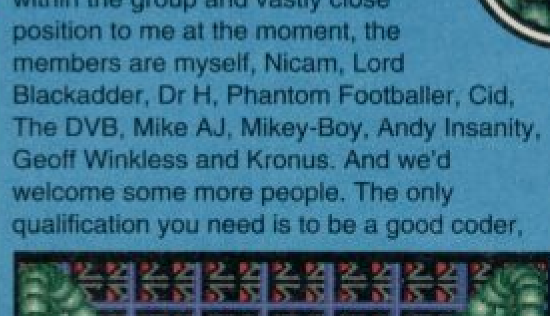


And just to prove *Statues of Ice* isn't a figment of Cookie's imagination, here's a shot from the (so far) single completed part. As you can see, it's a bob demo. (Aarghh!) But, with a scrolly background! (Boiik.)

Okay Cookie. Why don't you tell us a little about your coding group, Entropy?

Yes, heck, why not. Entropy was formed in April 1992 and consists of a bunch of SAM programmers. In no order at all apart from Nicam who comes first due to his vastly important position within the group and vastly close position to me at the moment, the members are myself, Nicam, Lord Blackadder, Dr H, Phantom Footballer, Cid, The DVB, Mike AJ, Mikey-Boy, Andy Insanity, Geoff Winkless and Kronus. And we'd welcome some more people. The only qualification you need is to be a good coder,





Entropy. Now there's a word to savour. It's got a terribly clever meaning, I think. Perhaps it's Danish. Or something. (I think I'll go and lie down for a bit.)

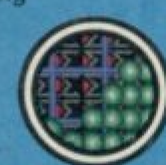
musician or artist. Especially artists. We'd really like an incredibly good artist, please.

Most SAM folk will know Entropy from the infamous *Statues of Ice* megademo. On behalf of several thousand Coupé owners, what the hell has happened to it?

Oh nooo... Look, all I can say is, I've got a tremendously good excuse: exams. Every time I get some free time, I get a blessed exam. (Or so it seems.) It feels like I've been revising solidly since the middle of last year. It's a complete nightmare. We've got loads of funky routines up and running, and theoretically all we have to do is to stitch them together into recognisably demo-y form. The thing is, due to the advance publicity (my over-eagerness, eh?) people have already ordered the megademo, so I'm obliged to finish it as soon as poss. (If you haven't ordered it from the SCPDU, wait until the blessed thing is finished, please!) It may sound a lot of really feeble excuses... actually, it is a lot of really feeble excuses, but I really am trying. (Sob.) Work is proceeding apace, and if all goes according to plan, *Statues of Ice* will be finished at the beginning of April. (This year.) Can we move along now, please? (Gibber.)

Okay. What else are you working on in between exams and desperately trying to avoid knuckling down to *Statues*?

There are billions of ideas floating around for the Entropy MODE 4 scrolling shoot-'em-up, and I've been pinching a couple of techniques from ST games to get the thing running as fast as possible. Shall I share them with you? Okay then. The trick is (he said conspiratorially) to update only the sprites each frame – let the scroll catch up in its own time. Clever, eh? Then there's *EDOS* – a fab, erm, DOS that comes complete with cut-down PD version so disk mags can use it and get subdirectories and other marvy things, like thirty-two character long filenames, user-defined file types, compression, a built-in protection system and so on, and so on. Then there are the commercial ventures – one's been taken up already, one's being worked on even as we speak *(Unless exams get in the way, presumably. Jonathan)* and three others I can't mention at all. Yes, readers, Thingsoft as





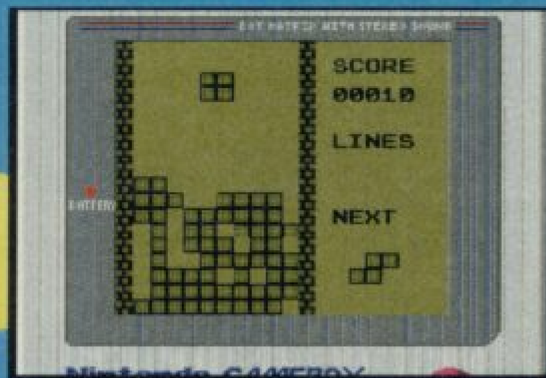
Entro 2. *(No, really? Ed)* Erm, the sequel to *Entro One*, presumably. There were meant to be a series of 'em, advertising *Statues*. This is one of a unique pair (ahem).

mentioned in T'zers a while ago, is Entropy! Well, sort of. Oh, and I'll continue campaigning viciously for the ASIC upgrade. Despite what you may have read elsewhere, West Coast don't have a monopoly on extra hardware, and Bruce Gordon is fully aware (and supportive) of my plans. Everything's going fabulously well... all I need is £50,000. It's not that much to ask. Well, yes it is, I suppose. But I'm not giving this up.

Not one mocking comment will pass my lips. How do you see the SAM developing in the future?
I don't think it's going to go very far as it is. Programmers are simply annoyed by the speed of the machine – it's not powerful

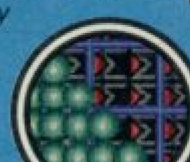


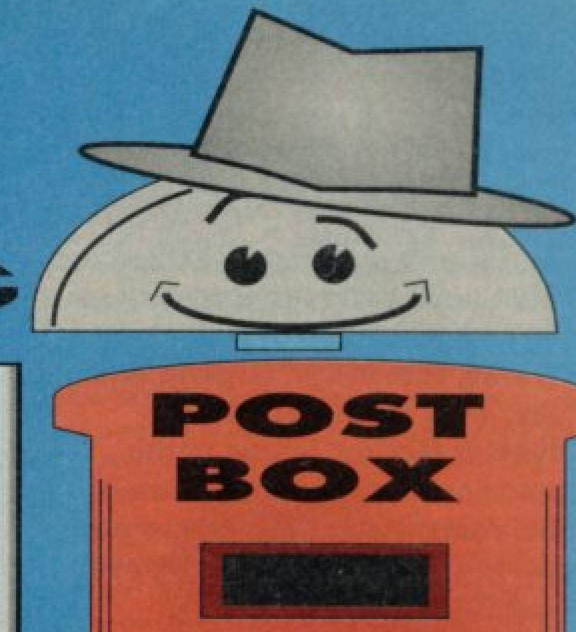
A bouncing sprite, a whirling logo, a big scroll and three bars jumping in time to the music. Just your basic demo, really. What's on BBC 2 then?



And it's another bit of *Statues*! This one's almost finished and, as you can plainly see, it's a conversion of Gameboy *Tetris*. Complete with free Gameboy! (Gameboy not available in certain areas due to something or another.)

enough if you want to use the Coupé properly. This Blue Alpha accelerator could be a step in the right direction, but I want to see exactly what it does before I say anything else. What we really need is a brand-spanking-new ASIC with 16.7 million colours and *(Etc etc etc. Jonathan)* but then I would say that, wouldn't I? Oh, hang on, Nicam wants to poke his oar in as well. *Hello there. I'd just like to say that as it stands, I think the SAM will continue as a cult machine of sorts – like the C64 – but if it's upgraded, who knows, eh? But then I would say that, etc etc.*





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And finally, if you were a tree, what type of tree would you be?
A larch. *A crested hughius-greenius, without a doubt.*
Thank you both very much. (I think.)

ZINE SCENE

Spectrum Profi Club Info WoMo Team

It's really useful having an editor who can speak three languages. For, you see, the SPC magazine (for Speccy and SAM users, as the blurb goes) is in German. Now don't rush off in horror – I'm a complete dunce when it comes to the Teutonic tongue, but I could follow the gist of what was going on, even without Linda's translation. Thank heavens for the universally recognisable languages of BASIC and assembly, eh?

Mr Wensleydale?

Very techy in nature, SPC does feature games now and again, but these are massively out of date due to the time it takes for commercially released software to trickle over to Europe.

Delving inside the January issue, there are such earthly delights as a new +D loader, an assembly course, the ongoing saga of Speccy desktop publishing, a series on making your code even more speedy, and a screen manipulation program and PUT/GRAB routine for the SAM (you can do this in BASIC, but what the heck, this


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INFO
Januar 1993

What an exciting picture of a piece of paper. (Heck, that's the inspiration gone.) Erm, and now for a line from 'Yellow Submarine'. 'In the town where I was born'... thank you. (That was close.)

machine code version's probably twice as fast, or something). There's also the result of a survey which reveals two per cent of SPC readers own PC 200s (haw haw), and a load of readers' letters.

You learn a surprising amount from typing in a prog without quite knowing what it's supposed to do (trust me, you do) and while the mag seems aimed more towards the beginner, there are some neat techniques outlined within. With the advantage of a handy multilingual editor, I found SPC to be well-written, informative and pretty decent all-round. It's a mag that's crying out for somebody to translate and distribute it over here; otherwise get hold of a copy and buy a German to English dictionary then hunker down for some serious education.

Oh, and by the way – I'm afraid I've got no idea what it costs. (They forgot to include that info with the copy I was sent. Tch, eh?)

★★★★☆

THE REAL McCOY



It must have been the forces of light and goodness in the universe. Either that or plain luck. Y'see, TV's seventh Doctor, Sylvester McCoy, is one of the stars at our local theatre. Who could resist the temptation to pop down and have a chat? Not Dave Golder, that's for sure.

"Yes, I'm the real McCoy," Sylvester assures me as I'm ushered into a small, but rather full, dressing-room. It's his favourite joke. I only got to meet him for about half an hour, but he managed to get it in four or five times.



Already crammed in the dressing room are an oldish couple and some bloke with a video camera who's midway through what seems like a difficult interview. Things aren't going well for this bloke. He's from the local college and is obviously doing one of those trendy television courses that explore the socio-economical significance of Star Trek, or the cultural importance of Coronation Street. Today he's doing something about 'hidden meanings' in *Doctor Who*.

"Did you understand the evolutionary aspect in the script for Ghost Light?" he asks.

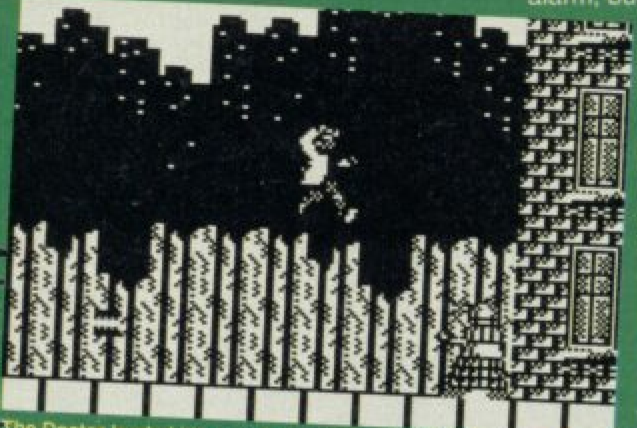
Sylvester isn't really much help, "I just learnt my lines and tried not to bump into the monsters," he says, somewhat apologetically. "That's what the job was."

So what does he think of the game?

Sylvester is the only Doctor you can play in the 8-bit version of *Doctor Who - Dalek Attack*, but he hasn't actually seen the game. He claims that he never knew anything about it ("I think it's very rude!"). So I showed him a couple of screenshots ("I'm all dots," he says in alarm, but misses the opportunity to say, "It's not the real McCoy!") and explain the plot. He' not very happy about it at all.

"When I got the job (of the Doctor), I didn't want him to be violent. I didn't want to beat monsters to death. I wanted the Doctor to be much more intelligent than humanity, and he would know that violence is not the answer.

"If my Doctor is doing anything violent (in the game), then I'm really against it."



The Doctor loaded his sonic screwdriver with high-calibre bullets and set off into the night. He was out for the kill. (Oh dear.)

Sylvester tries to be as helpful as possible but after a few more questions the only advice he can give is to: "Go and read the book. I'm told it's all explained in there." The student packs away his video and leaves the dressing room with the prospect of a fail grade hovering above his head.

Strangely, the old couple, whom I'd assumed were his parents, stay behind.

So it's my turn. What should I ask first? How he enjoyed the rôle? About the game? I know!

"Is it true you've got the world record for stuffing ferrets down your trousers?"

Sylvester laughs. "That came about when I did a show called An Evening With Sylvester McCoy, the Human Bomb. That's where I got the name."

So Sylvester McCoy isn't his real name. I wonder whether I should ask him what it is. Being the shy and retiring person that I am, I chicken out.

"The show involved a lot of stunts and one of them was to break the world record for keeping a ferret down my trousers. It was a joke. There never was such a record."

But he certainly started a trend. "We were exposed by The People magazine because the show had an Arts Council grant. The People said, 'Sure it's fun, but is it Art?' Suddenly people all over Britain were stuffing ferrets down their trousers. I saw someone on television who put something like twenty-four down there. Foolish man. It was all a joke."

Rubbing Shoulders

A short series of, erm, one

Whilst on his way to Sylvester's dressing room, Dave rubbed his woollen fibres against the polyester/nylon of Rolf Harris' jabot. Unfortunately, we don't have a photo of this historic occasion. Instead, here's a picture of said jabot.





"He always was a bit of a fool," pipes up the old lady. "We're his Aunt and Uncle," she explains. "I could tell you some stories about him." And she does, but Sylvester suddenly goes bright red, makes a joke about being the real McCoy, and asks me not to mention any of those stories in my interview. Well, I won't. (But one of them did involve a teacloth and a silly accent!)

Suddenly, Lesley Joseph, the posh one in Birds of a Feather and one of Sly's co-stars, bursts in and is very loud for a minute or so and then leaves, inviting the McCoy (or whatever their real name is) clan around for tea later!

Finally I ask about *Doctor Who*. Despite not understanding what was going on he obviously enjoyed the rôle a lot: "It was a great rôle to play as an actor. I got invited all over the world. I've met scientists, astronauts, cosmonauts and people from Star Trek. I was a great fan of the series, and now we're friends.

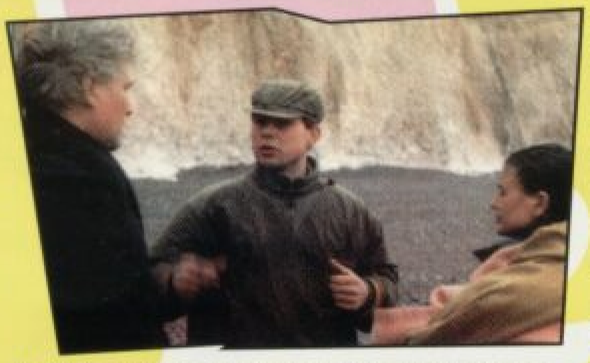
"The BBC never gave us enough time or money. Time especially. I was called a Time Lord and the one thing we didn't have was the time to make it properly. But within that there were some good things, some very good episodes."

And suddenly that's it. I'm out of time too. Sylvester decides that his relations simply can't survive a moment longer without a cup of tea and rushes out to fill a kettle – but not before he manages to make the, 'Real McCoy' joke one last time. It's obviously one he likes!



KILLER KOLUMN FROM OUTER SPACE!

Desert Island Who
Get your crystal sets ready and twiddle that aerial. Back in 1989 when the last new **Doctor Who** story vanished from our screens, the BBC said they hadn't axed the series, it was just having a rest until they could find the 'right format to take it through the '90s'. Well it looks like they've found it, and I don't reckon it'll please too many fans. Radio Four is commissioning two new six-part stories for broadcast later this year. **Jon Pertwee** is set to star in the twelve half-hour episodes. So far rumours that the villain in the first story will be Ed Grundy are unconfirmed.



Now although I am indeed Prince Andrew and heir to the throne, I want you to treat me just like any other BBC employee. (Insert own sarcastic comment here.)

While in the Land of the Cathode Ray Tube
Rumours of a ninety-minute completely new **Doctor Who** story video release to coincide with the show's 30th anniversary in November still persist – but things are getting confusing. Apparently Simon Bates (look! I don't listen to him, I heard this through a friend of a friend, honest!) said on his show that a ninety-minute special was being produced, which makes it sound like an official BBC production. But another contender has come into the fray.

A gent named Bill Baggs who's a member of the BBC film club, has been releasing a series of amateur vids starring Colin Baker and Nicola Bryant (the sixth Doctor and Peri from the series) as **The Stranger And Miss Brown** (a thinly-disguised sixth Doctor and Peri). There have been three so far and Sophie Aldred (Ace) has also been involved. Bill is now planning a fourth vid and he hopes to get Sylvester McCoy and Peter Davison involved as well.

Whether this comes off or not, the three vids already out, **Summoned By Shadows**, **More Than A Messiah** and **In Memory Alone**, are well worth investigating. What's really interesting is that they show that Colin Baker didn't have to be as crap as he was in the series. They're pretty odd and cheaply made, but fun and quite stylish (and, at less than an hour, short). They cost £12.50 and are available from Bill Baggs, 3 Douglas Crescent, Bitterne, Southampton, Hants SO2 5JP.

US SF

Thanks to the success of **Star Trek: The Next Germination** there's a sudden flood of new SF progs coming out in the US (waiting six seasons to see whether that series is a success is hasty in US TV terms!). **Space Rangers** is described as 'blue-collar' SF in which a group of hi-tech gunslingers have to cope with budget cuts, dodgy equipment and bureaucracy. **Time Trax** is about a cop from the future who's sent back to our time to deal with time-travelling villains (sounds a bit like The Terminator without, erm, the Terminator). **Sea Quest**, produced by Spielberg's Amblin Entertainment, is set in an ocean-bed research station (and sounds like Voyage to the Bottom of the Sea without the dodgy monsters). When us lucky lot here in the UK will get to see them is anybody's guess, but you can bet the satellite stations will grab 'em first.



Amazing, eh? Even though they're surrounded by the latest in hi-tech gadgetry, these two chaps prefer a quick game of Scissors-Paper-Stone.

Life, the Universe and Comics
Douglas Adams' **Hitchhikers Guide Trilogy** is being turned into a comic book by DC. Whether they mean just the first three books or the complete trilogy isn't yet clear. Meanwhile, **Beauty and the Beast** (the TV series) has been released as a graphic novel (ie, comic book) by Innovation.

Ghostly Virus
Joining **Jurassic Park** in a very elite club (SF films to be released in '93) are **Ghost in the Machine**, starring Karen Allen, who's stalked by a serial-killer computer virus.
Dave Golder

Next month in the startlingly popular Your Sinclair...

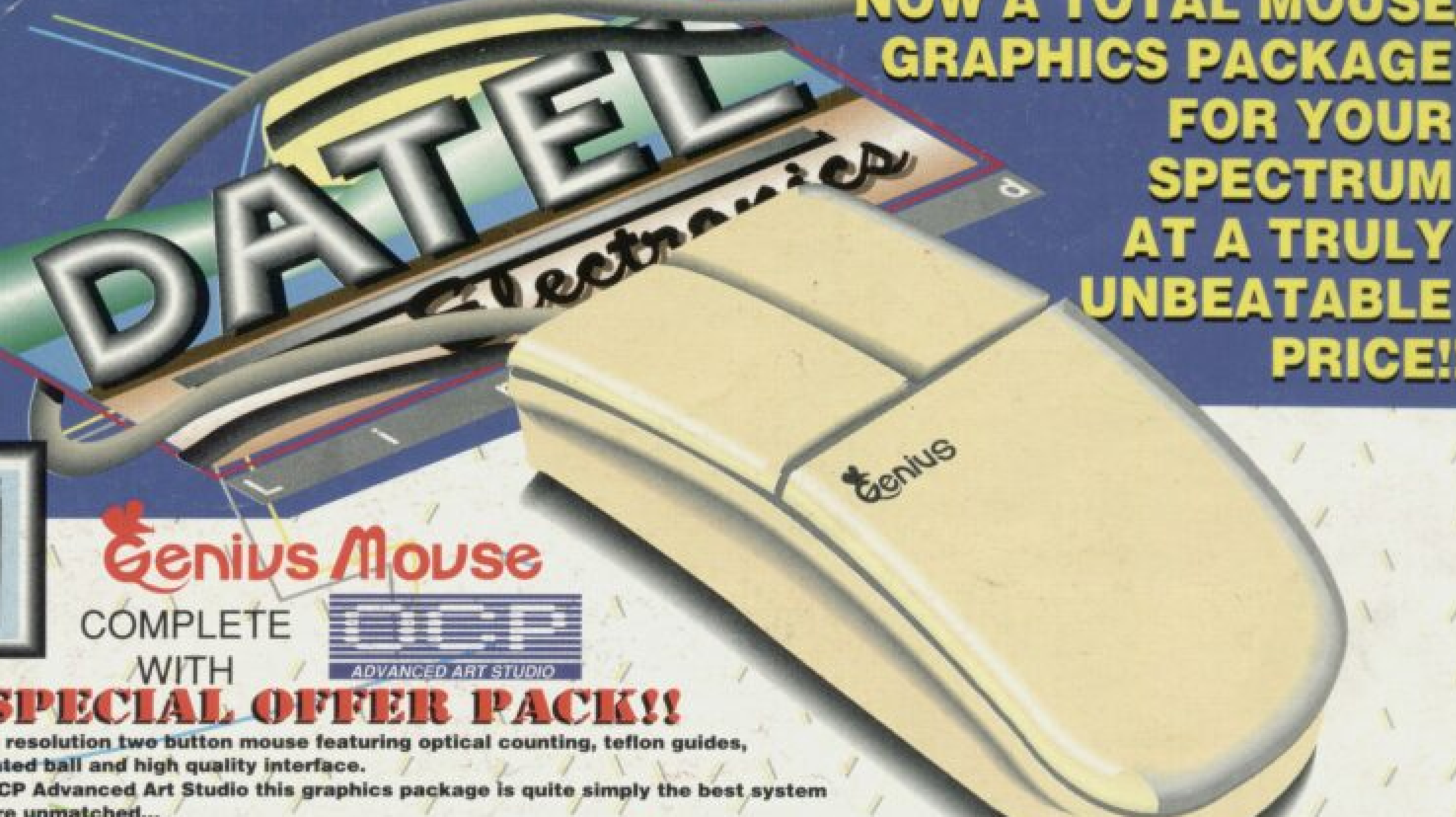
Erm... Well, it'll be bit like this issue actually. Of course, it'll have a different cover and everything, but it'll be essentially the same amazing pot-pourri of wit, style and intellectual terrorism.

Because we've always had a picture on the Next Month page, we can't possibly deny you one this time. In a break from our scheduled programmes, here's a completely gratuitous picture of Peter Noone and friend.



The next issue of Your Sinclair will be on sale from the sixth of April. (1993, that is.)

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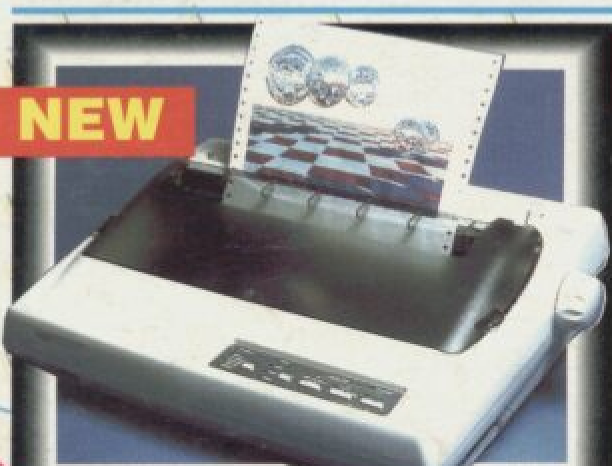
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